

A close-up photograph of the front panel of a KJE-1001 recording system. The panel is light gray and features a grid of 32 BNC connectors, numbered 1 through 32. Above the connectors, the text "External Analog Inputs" is visible. To the right of the connectors, there are two rows of "Digital Inputs", numbered 1 through 8. Below the digital inputs, there are two blue indicator lights and a black toggle switch labeled "Reversing". The overall image is slightly blurred, focusing on the connectors.

ampliplex

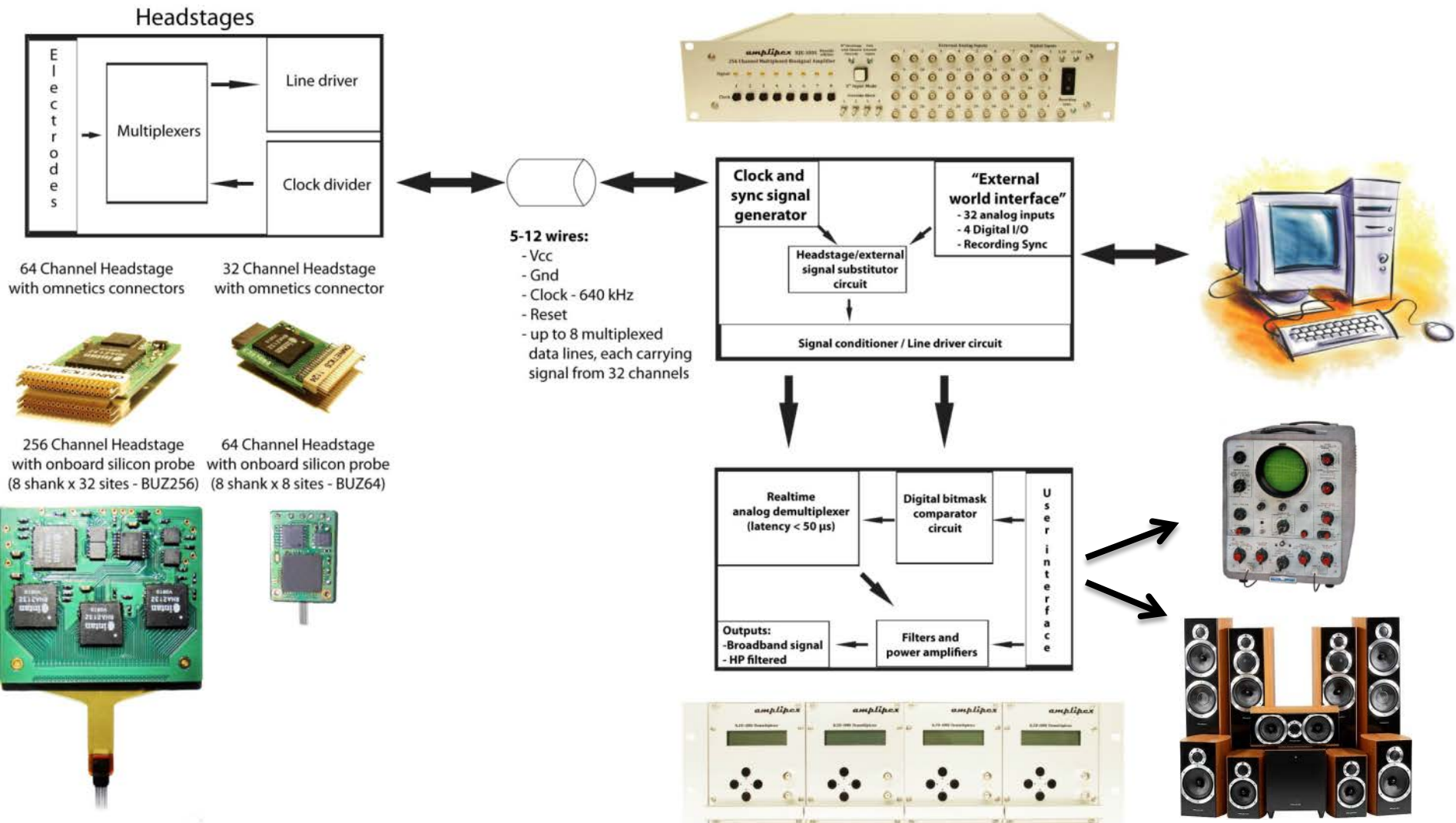
KJE-1001 recording system

Updated:2012.12.14

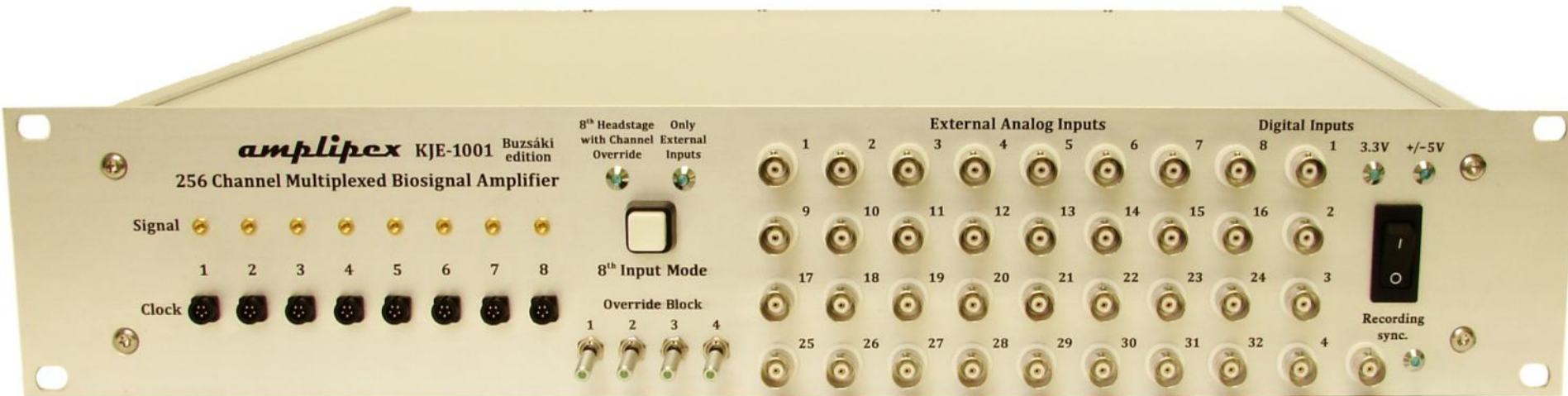


- Mainbox (KJE-1001)
 - Demultiplexer (KJD-1000)
 - Grass audio monitor
 - Oscilloscope
 - PC + Monitor
- + a USB webcam

General system overview



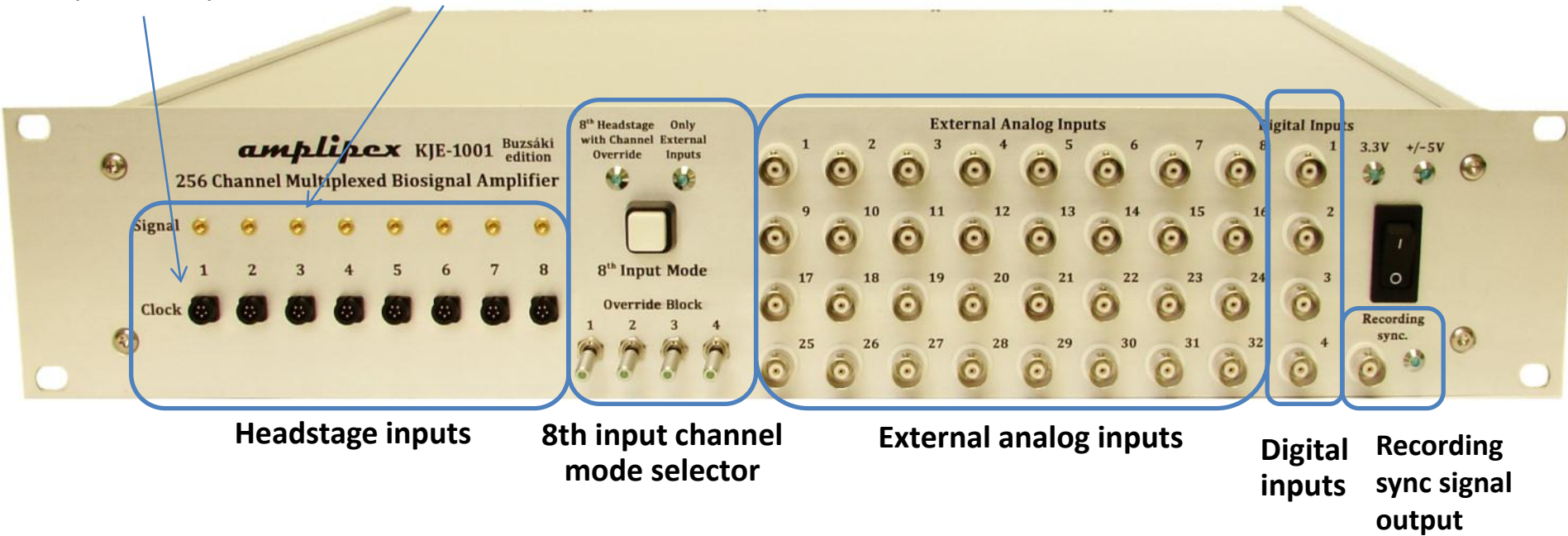
Mainbox



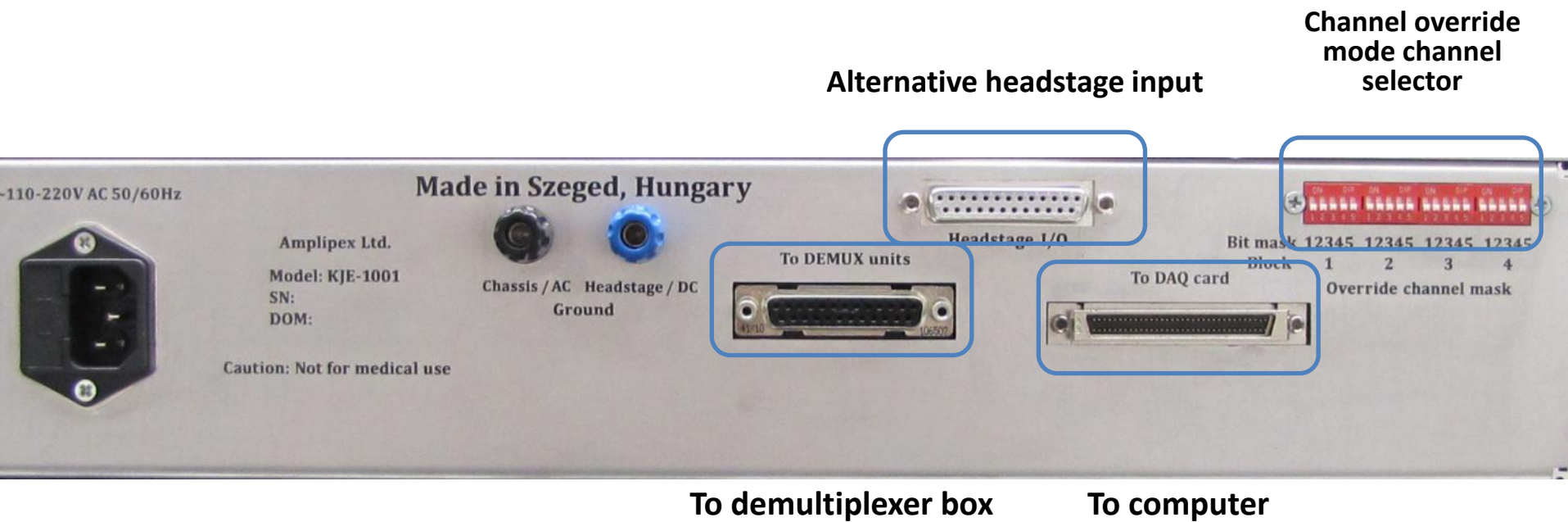
Mainbox

Clock, reset, power
for headstages
(all identical)

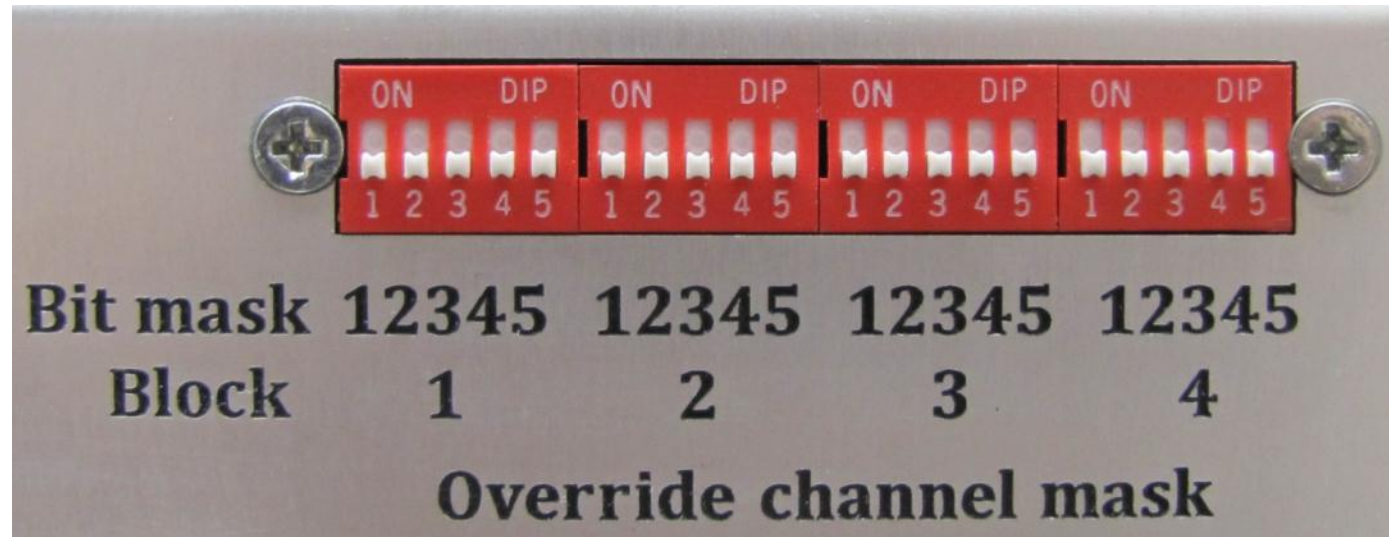
Multiplexed signal inputs



Mainbox



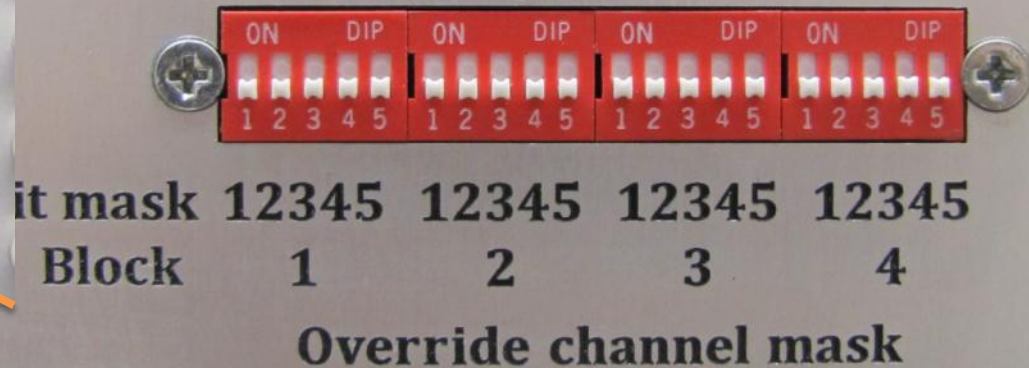
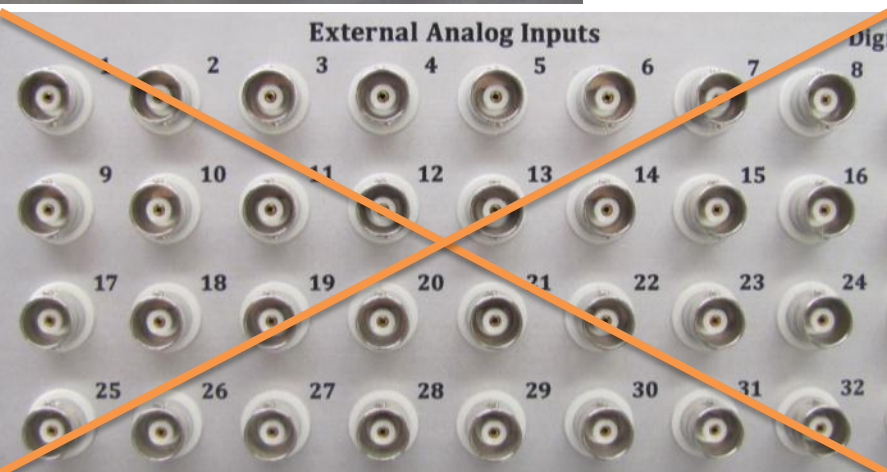
How to use input 8 (the last 32 channels)



Examples

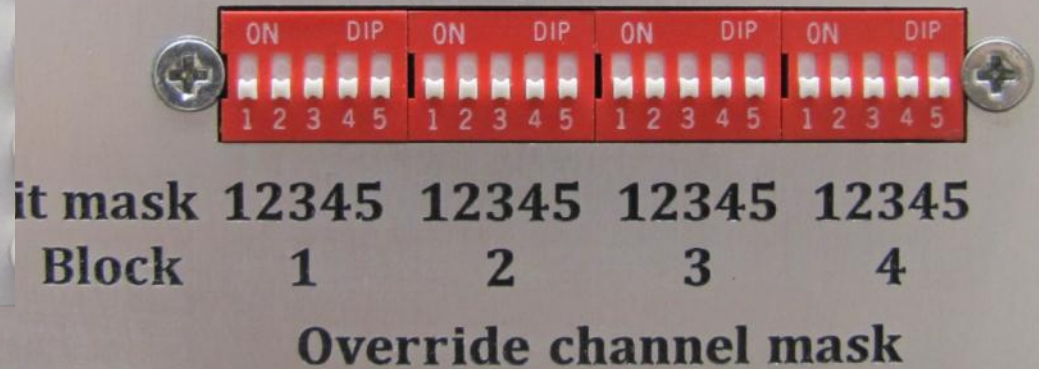
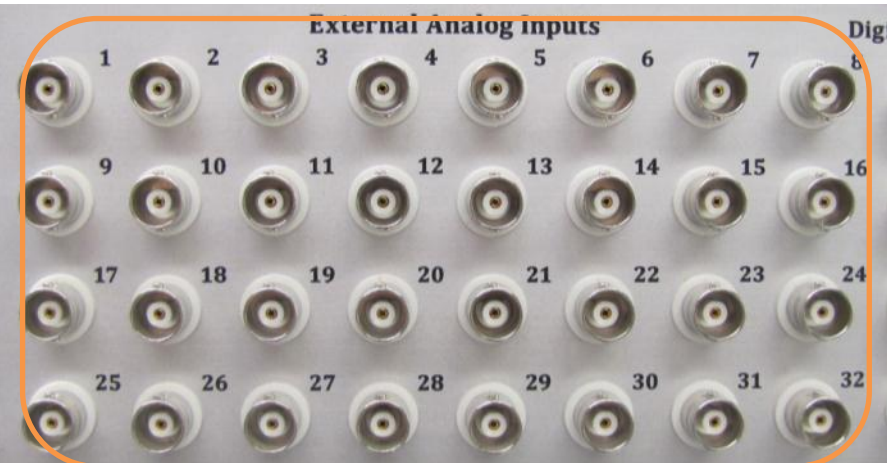
To have the 8th headstage input working (e.g. when using 256 ch headstage):

- Set 8th input mode to „8th Headstage with channel Override”
- Switch off all Override blocks



Examples

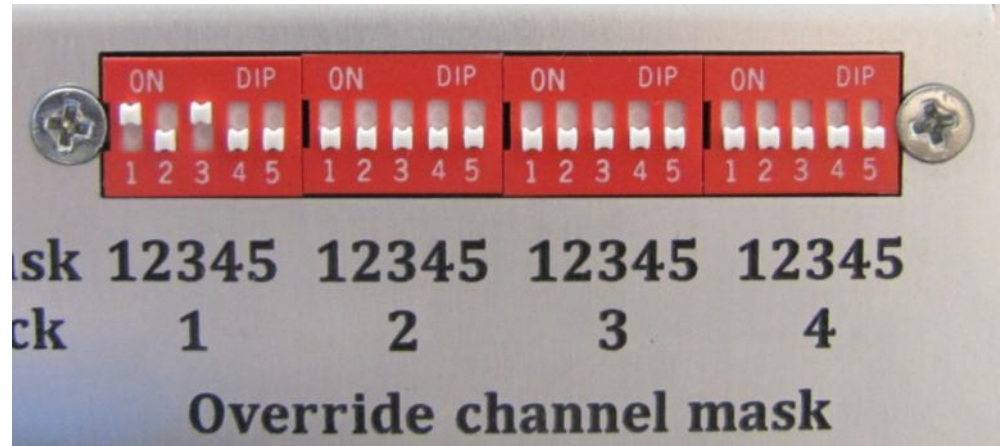
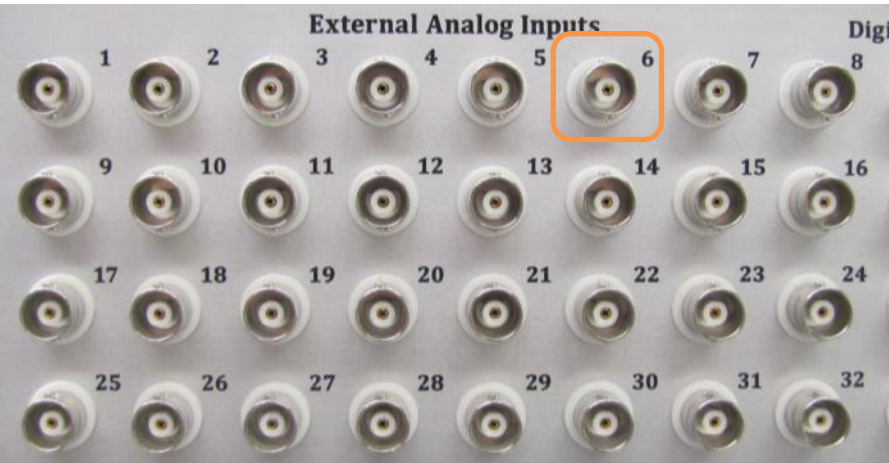
- To have all 32 external inputs working (e.g. when using only a few headstages and need many external inputs) :
 - Set 8th input mode to „Only external inputs”



Examples

To have the **6th** External input working and all the other 31 from the 8th headstage input:

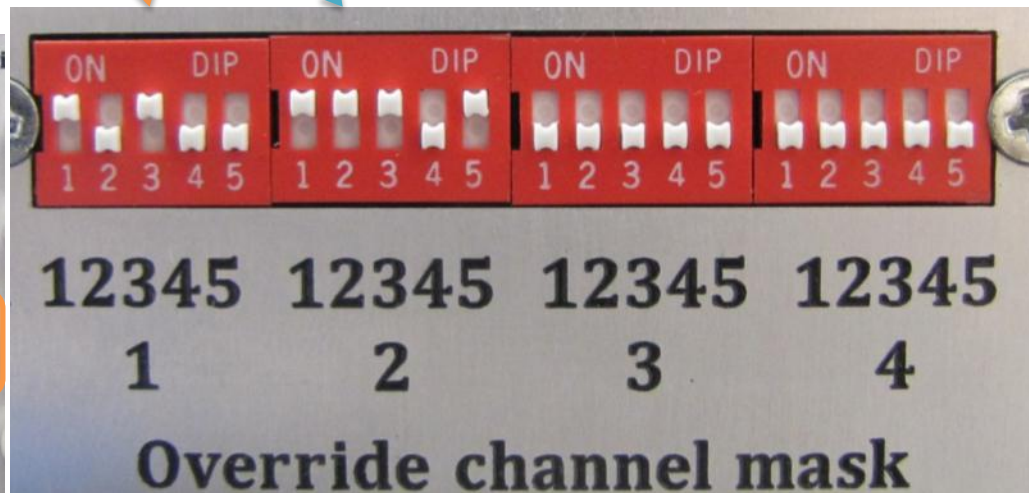
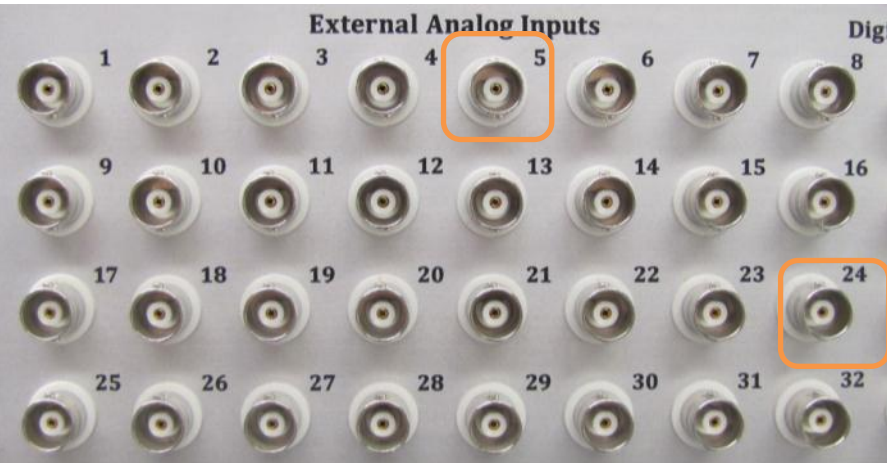
- Set 10100 (**5**) on block 1, and set switch 1 on.



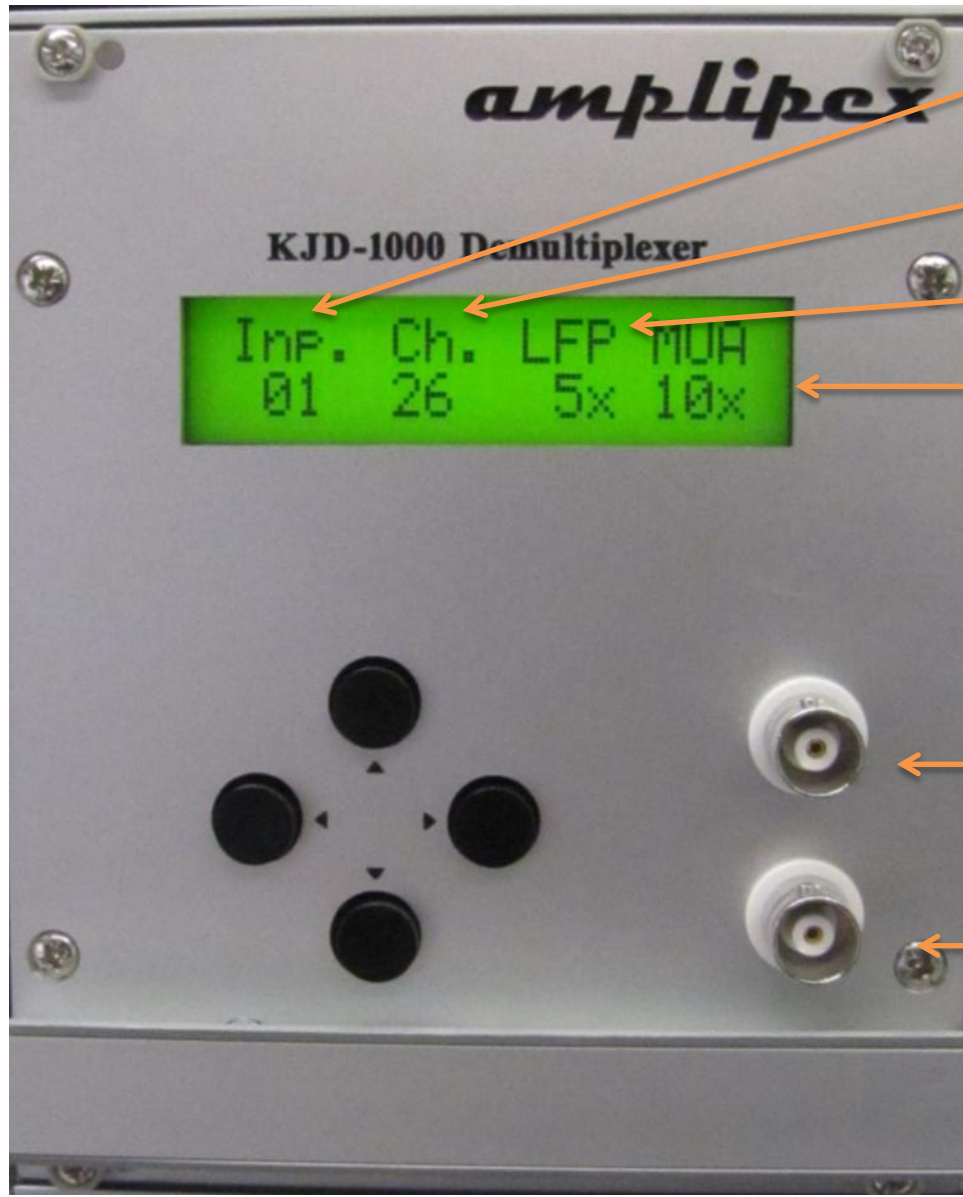
Examples

To have the **6th** and **24th** External input working and all the other 30 from the 8th headstage input:

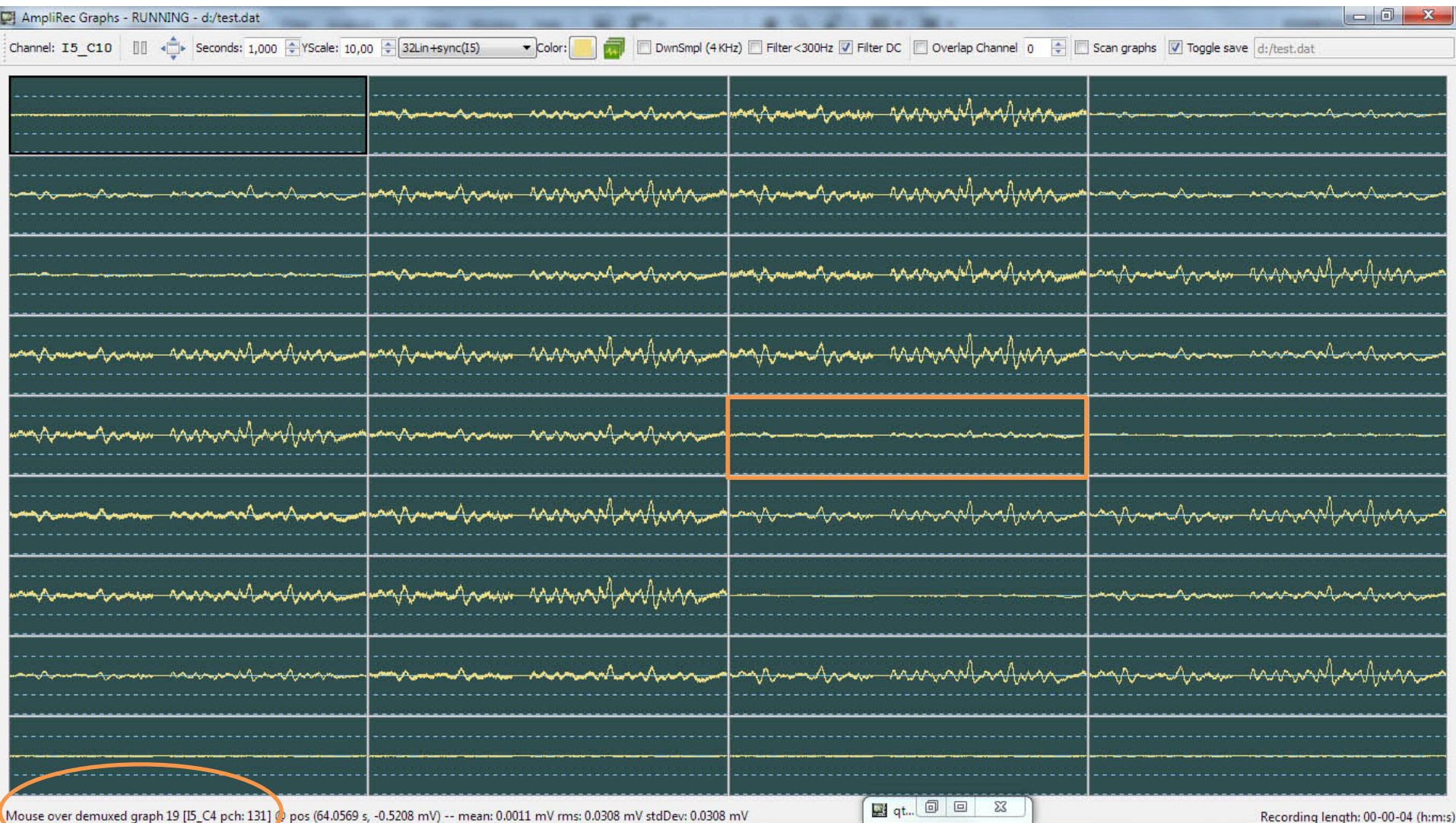
- Set 10100 (**5**) on block 1, and set switch 1 on.
- Set 11101 (**23**) on block 2, and set switch 2 on.



KJD-1000 Demultiplexer



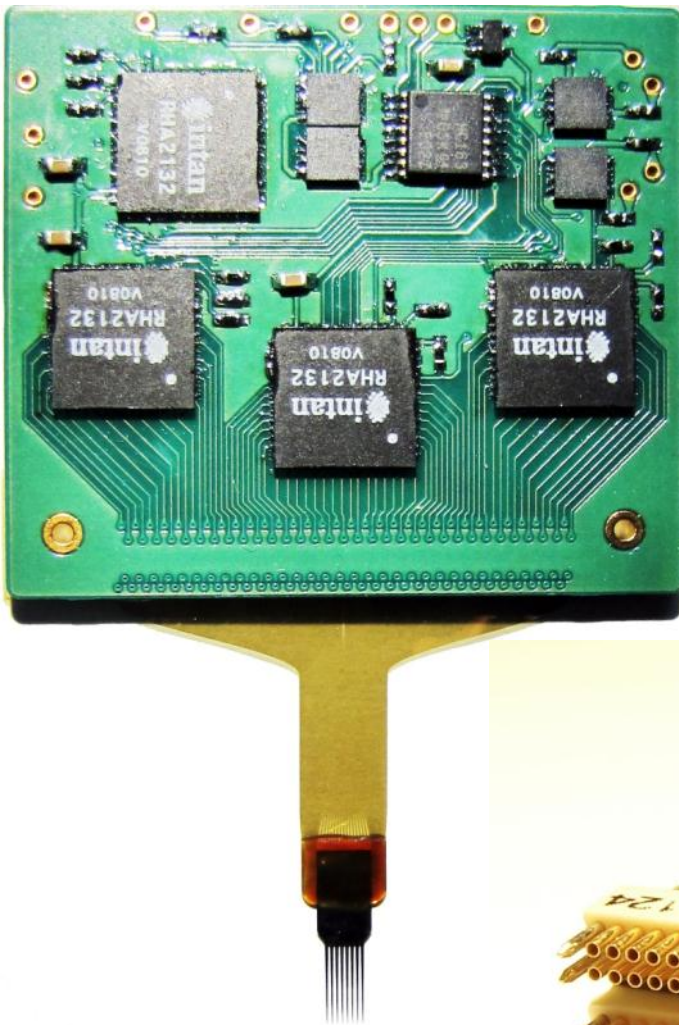
- Input (1-8)
- Channel (1-32)
- Gain of LFP output
- Gain of MUA output
- Buttons:
 - Left-right: move btw options
 - Up-down: change values
- MUA output (to scope)
- LFP output (to Grass audio monitor)



**19th window on this screen, Input 5, channel 4 (which is the 131st channel of the 256)
(inputs are numbered from 1-8, channels are numbered from 1-32)**

Headstages

- HS4: 256 ch.



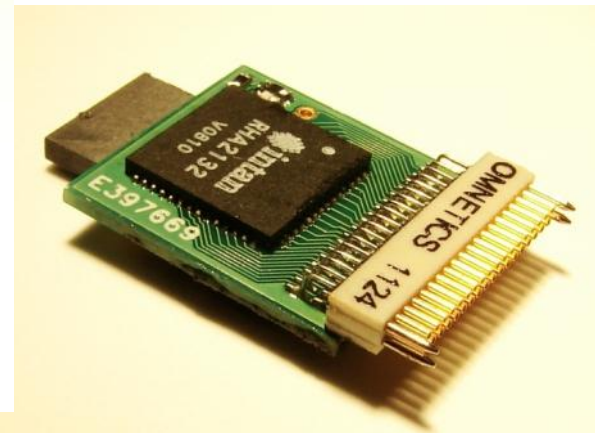
- HS1: 64 ch.



- HS2: 64 ch omnetics



- HS3: 32 ch omnetics

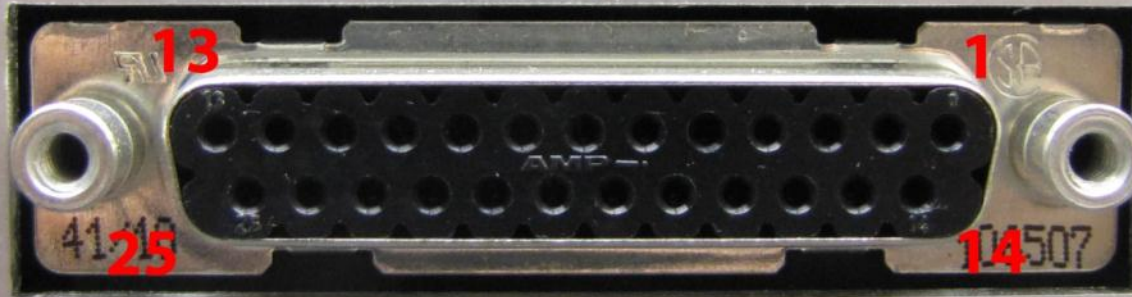


Connector pinouts



- 1: +5V for LED
- 2: +3.3V (VCC)
- 3: Reset
- 4: GND
- 5: Clock

To DEMUX units



- 1: Multiplexed Input 1
- 2: Multiplexed Input 2
- 3: Multiplexed Input 3
- 4: Multiplexed Input 4
- 5,6: +5V
- 7: Reset
- 8: Trigger for DAQ card sampling
- 9-10 GND
- 11: Clock bit 0 (Clock)
- 12: Clock bit 4
- 13: Clock bit 3
- 14: Multiplexed Input 14
- 15: Multiplexed Input 15
- 16: Multiplexed Input 16
- 17: Multiplexed Input 17
- 18-19: -5V
- 20-21: +3.3V
- 22-23 GND
- 24: Clock bit 1
- 25: Clock bit 2



Headstage I/O

- 1: Multiplexed Input 1
- 2: Multiplexed Input 2
- 3: Multiplexed Input 3
- 4: Multiplexed Input 4
- 14: Multiplexed Input 14
- 15: Multiplexed Input 15
- 16: Multiplexed Input 16
- 17: Multiplexed Input 17
- 8-12, 18-24 GND
- 5: +3.3V (VCC)
- 6: Clock
- 7: Reset
- 13,25: +5V (LED)

For devices equipped with system-binder interface

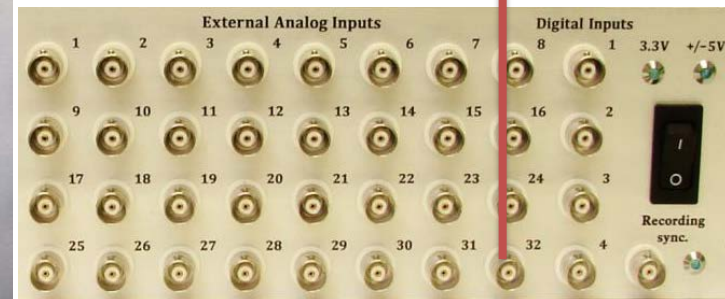
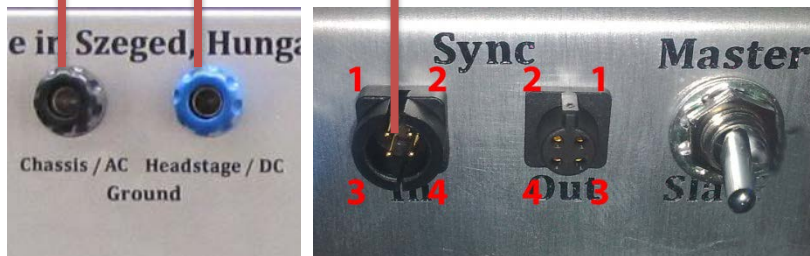
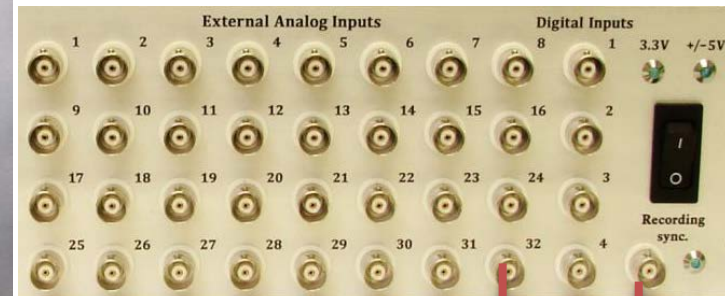
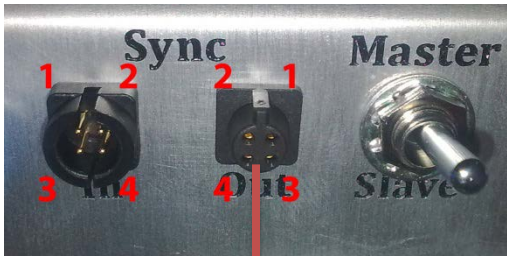
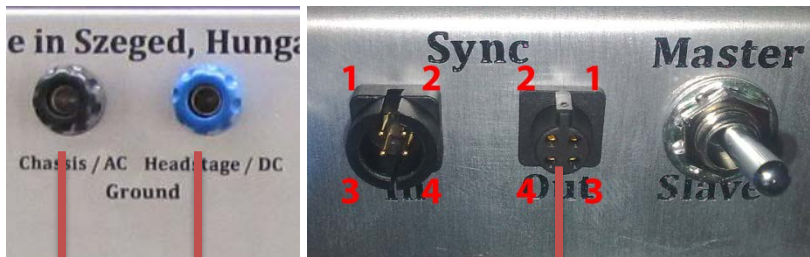


- 1: AC Gnd
- 2: Clock
- 3: Trigger
- 4: Reset

- To synchronize two KJE-1001 devices, in order to record up to 512 channels:
 - Connect the „Sync out” terminal of the „Master” device to the „Sync in” terminal of the Slave device.
 - Connect the mating GND shafts with banana plugs. (AC to AC, DC to DC)
 - To record a sync signal which allows the alignment of the two (master and slave) dat files offline, connect the „Recording sync” output of the „Master device” to an external analog input on both devices. Don’t forget to record these channels.
 - Start acquisition on the slave device first, which will wait for the acquisition to start on the master
 - Start recording on the slave first, and stop recording on the master first.
- In standalone mode, the master-slave switch should be in master position.
- The intermediate position of the master-slave switch is not defined.
- Matching connectors: BINDER - 09 9764 70 04 (Sync out) and 09 9767 70 04 (Sync in)

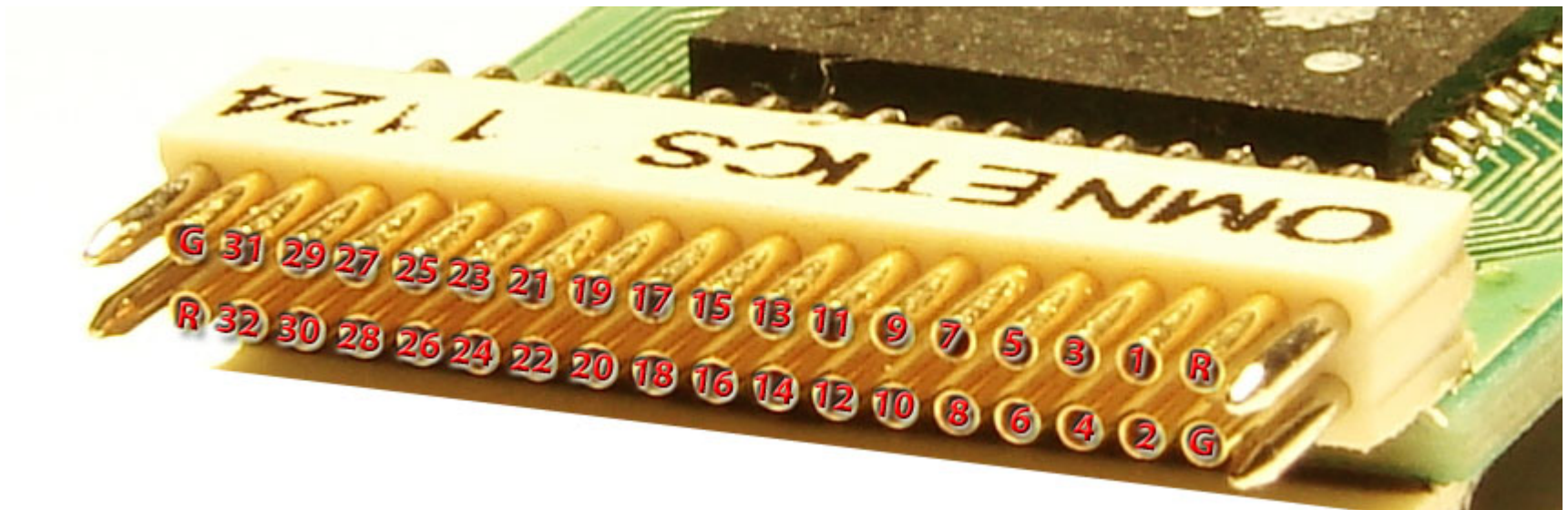
Synchronizing two KJE-1001 devices

Master

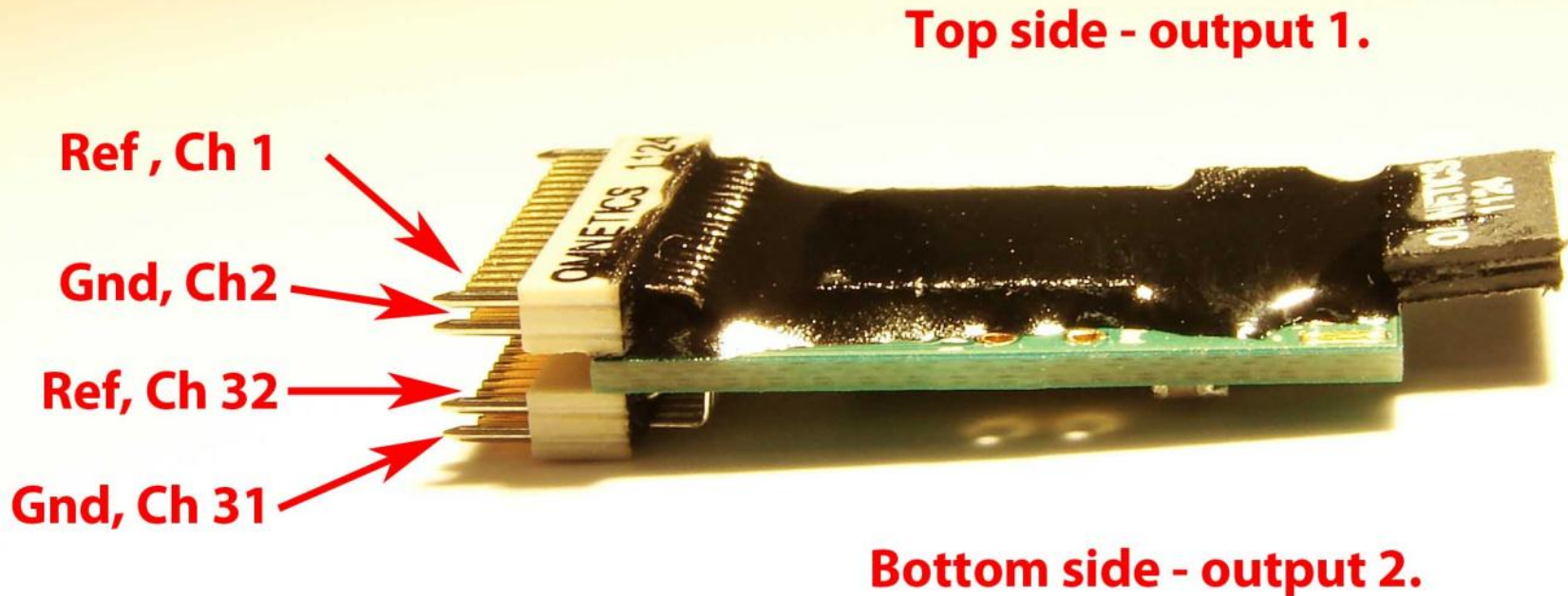


Slave

HS2 and HS3 electrode side connector



HS2 and HS3 electrode side connector

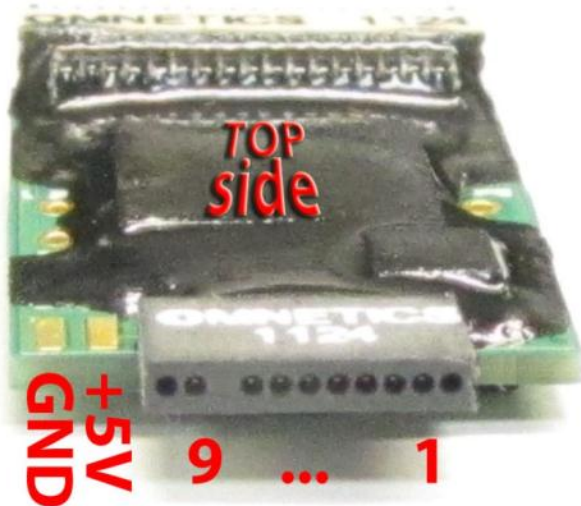


References are individual for each side, GNDs are common.

Warning!

Always connect the cable to the headstage that the „Omnetics” text on the 9 pin connectors should face the same side! Inappropriate connection may permanently damage the headstage!

HS2 and HS3 cable side connector

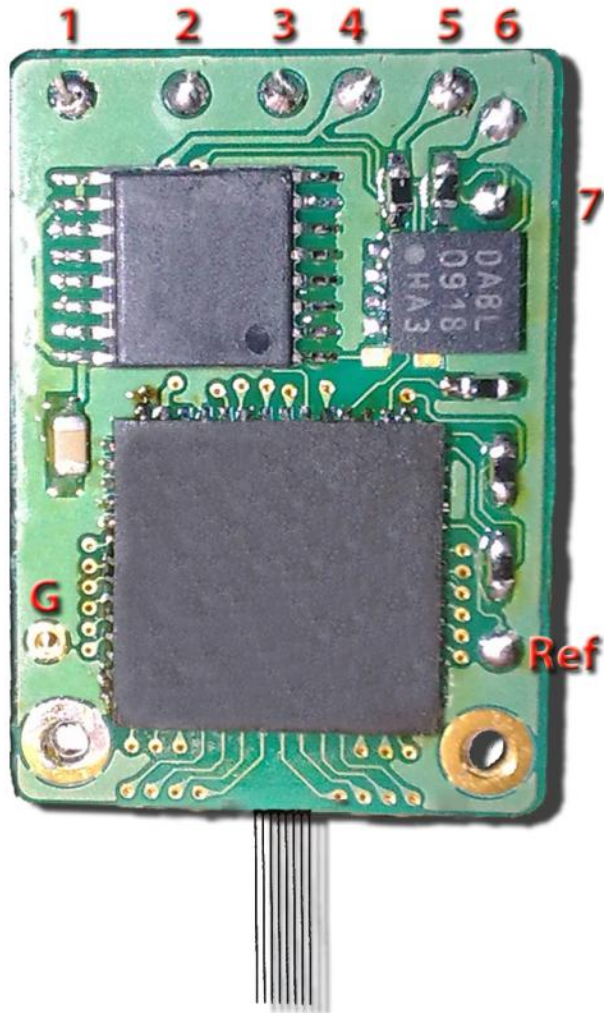


1. **Multiplexed output 1. (top side)**
2. **Multiplexed output 2 . (bottom side)**
3. **Reset**
4. **Clock**
5. **+3.3 V (headstage power)**
- 6-7. **GND**
8. **N/A**
9. **+5V (optional LED power)**

Warning!

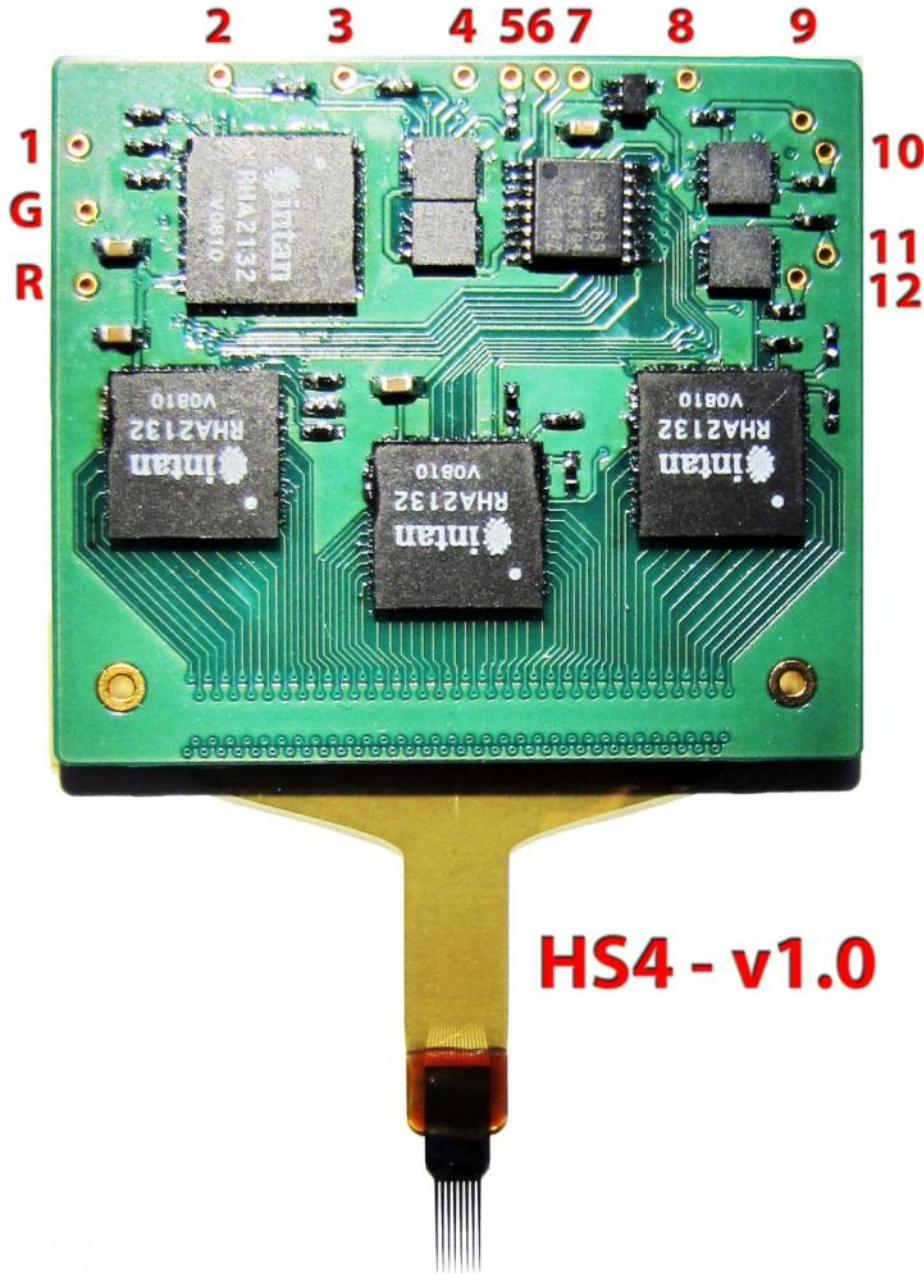
Always connect the cable to the headstage that the „Omnetics” text on the 9 pin connectors should face the same side! Inappropriate connection may permanently damage the headstage!

HS1 cable side connection



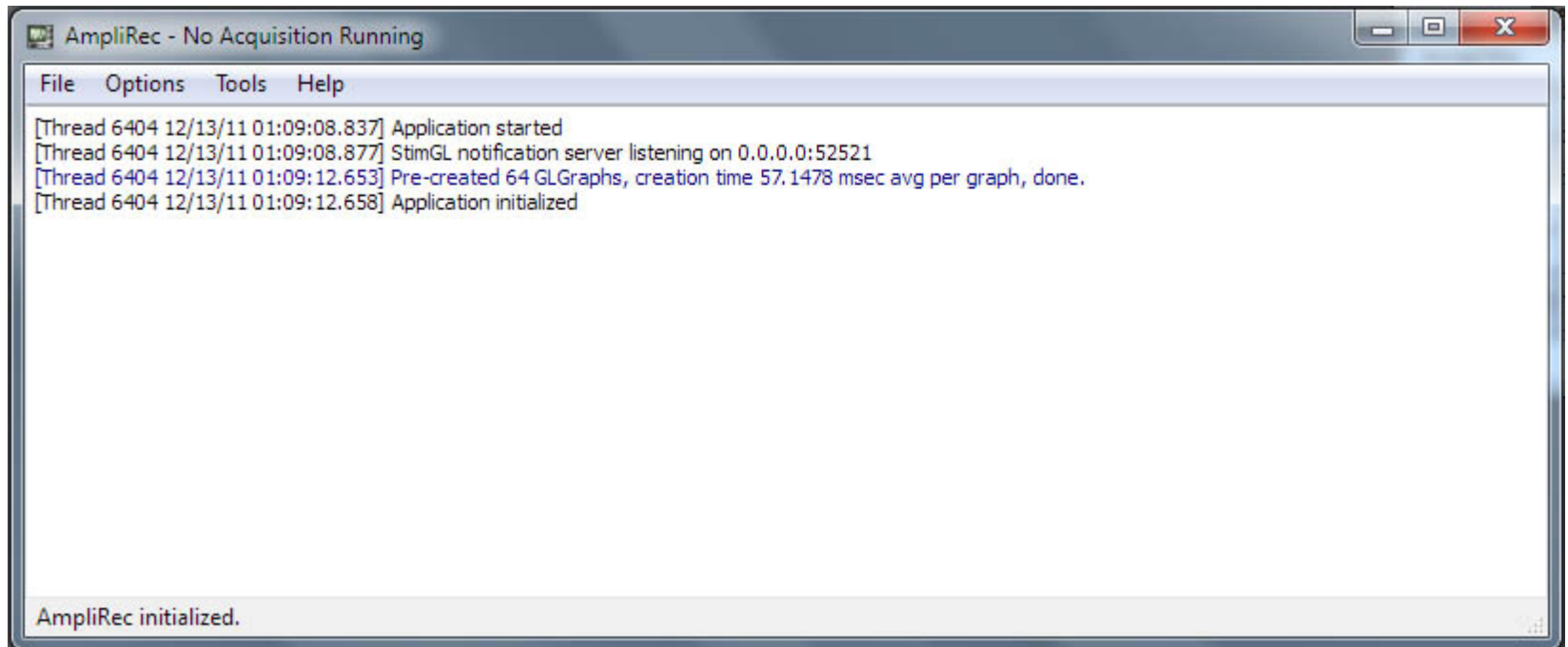
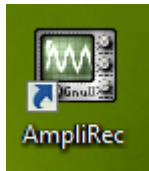
- 1-2: GND
 - 3: Clock
 - 4: +3.3V (Vcc)
 - 5: Multiplexed output 1
 - 6: Multiplexed output 2
 - 7: Reset
-
- G: Ground from animal
 - Ref: Reference from animal

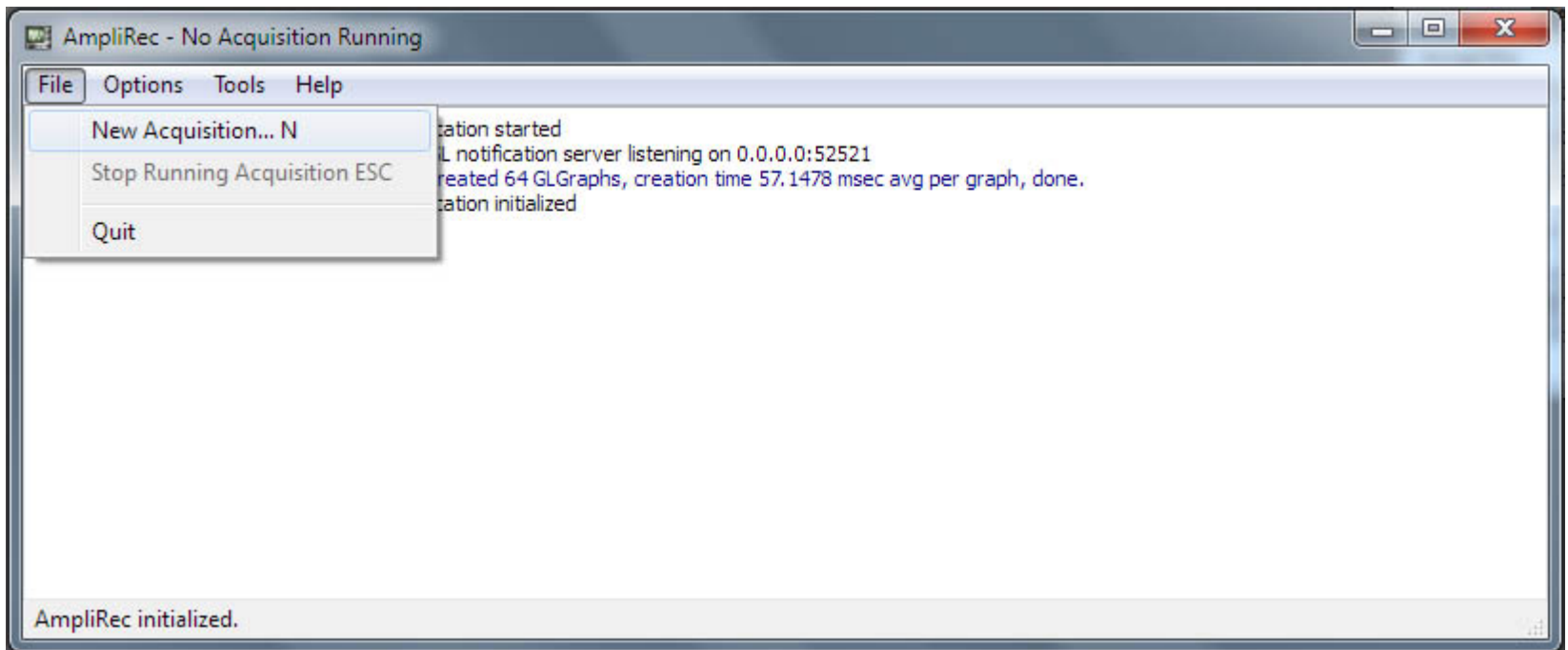
HS4 cable side connection

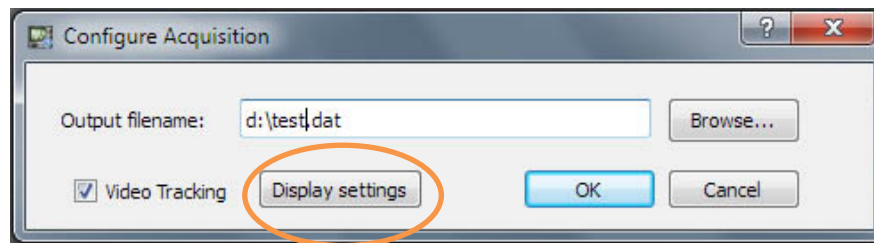


- 1: +3.3V (Vcc)
- 2: Multiplexed output 3
- 3: Multiplexed output 5
- 4: Multiplexed output 4
- 5: Multiplexed output 6
- 6: Reset
- 7: Clock
- 8: GND
- 9: Multiplexed output 7
- 10: Multiplexed output 2
- 11: Multiplexed output 8
- 12: Multiplexed output 1
- G: Ground from animal
- Ref: Reference from animal

Software - AmpliRec







Dialog

Tabs

32Lin+sync(I5)
4X8optrode+sync

No. of Tabs: 2
Tab Order: 1

No of Windows per tab: 36
Tab label: 4X8optrode+sync(I3)

No of Columns per Tab: 4

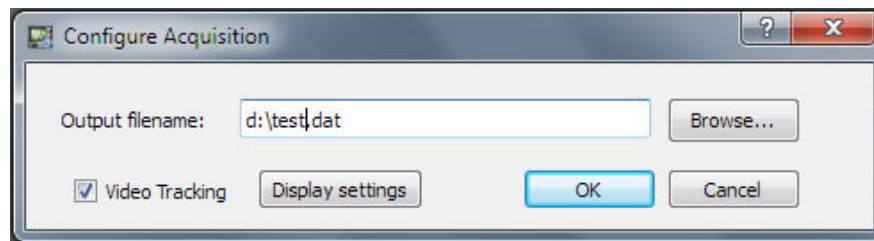
Delete Tab

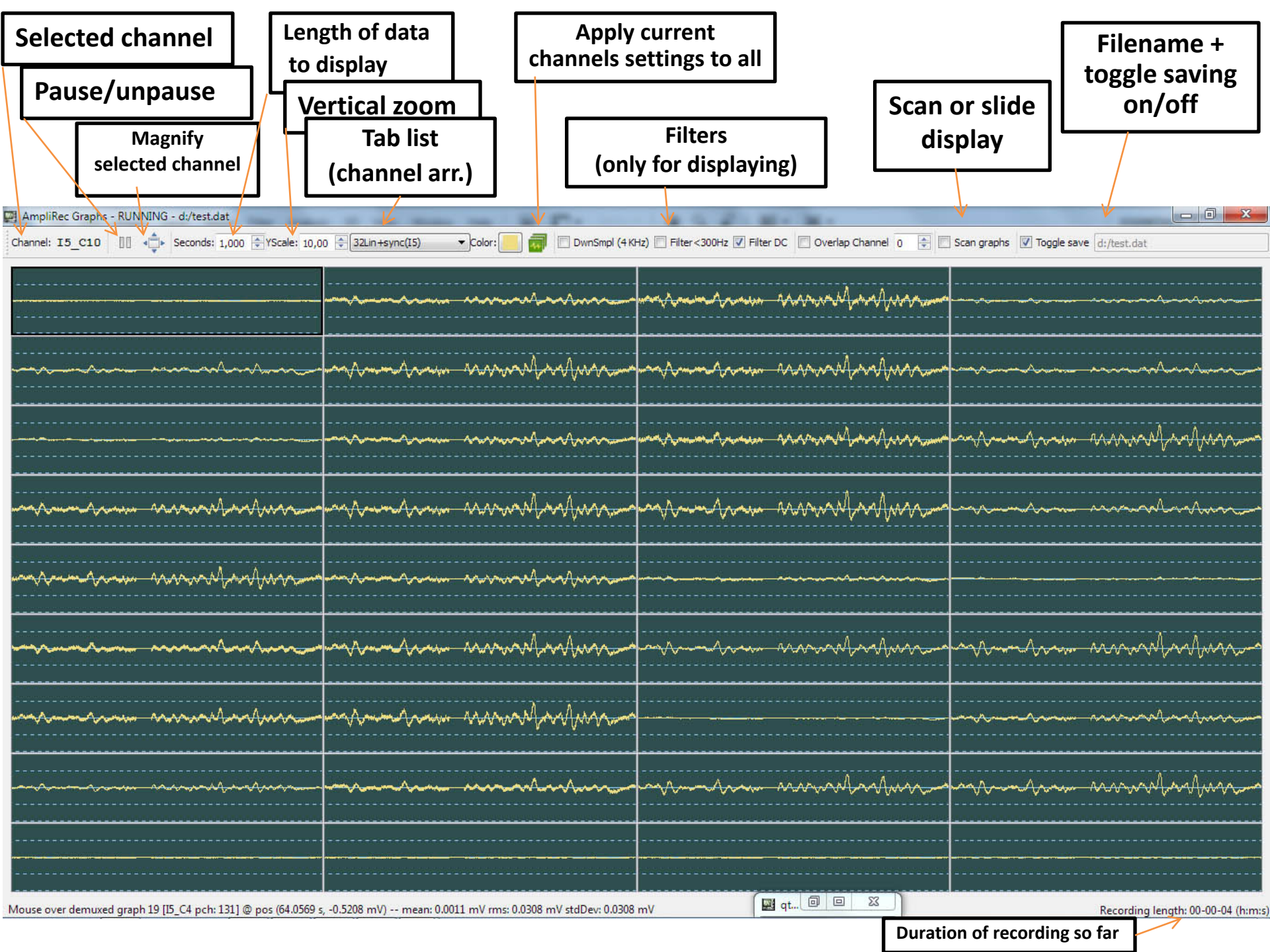
	1	2	3	4
1	81	84	73	76
2	82	87	74	79
3	83	88	65	78
4	80	94	70	79
5	85	90	72	67
6	93	86	68	75
7	89	92	64	69
8	91	95	66	71
9	224	224	224	224

Load Map File Save Map File OK Cancel

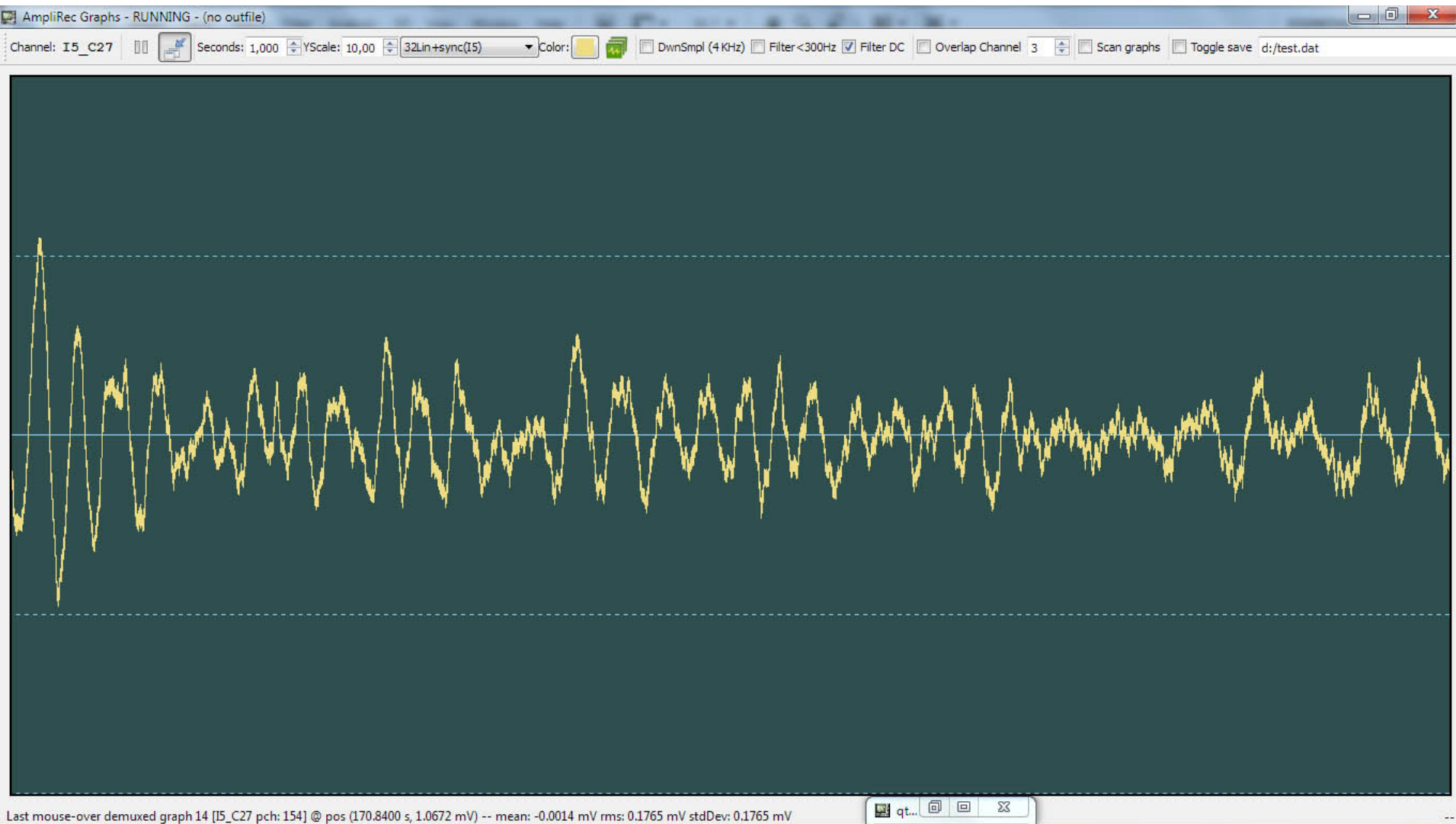
	I C	I C	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Input 1	+	-	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Input 2	+	-	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
Input 3	+	-	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
Input 4	+	-	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
Input 5	+	-	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
Input 6	+	-	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
Input 7	+	-	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
Input 8	+	-	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255

- Only selected channels are saved to disk (greens)!

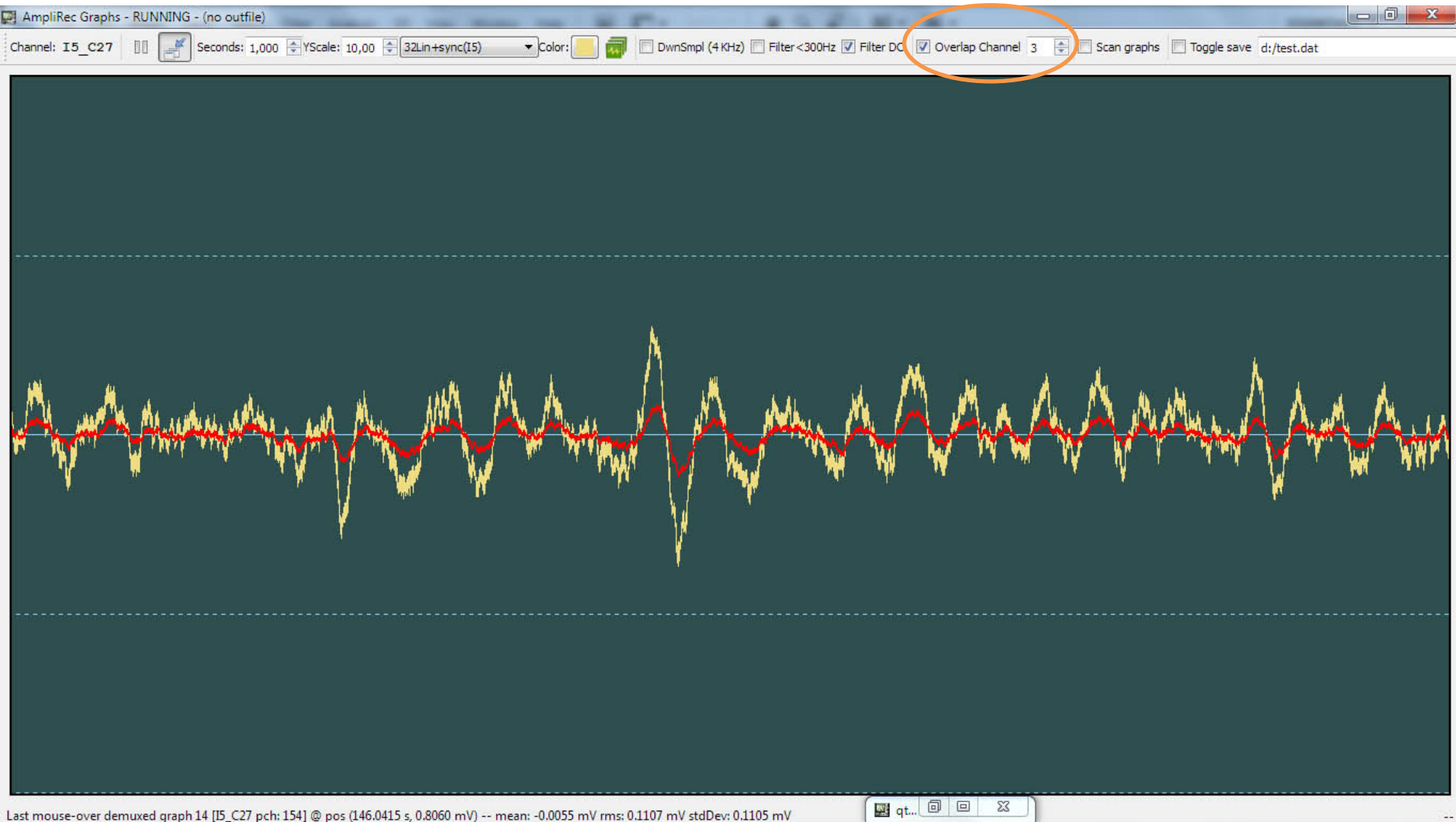




Zoom in/out a channel: double-click



Overlay an extra channel



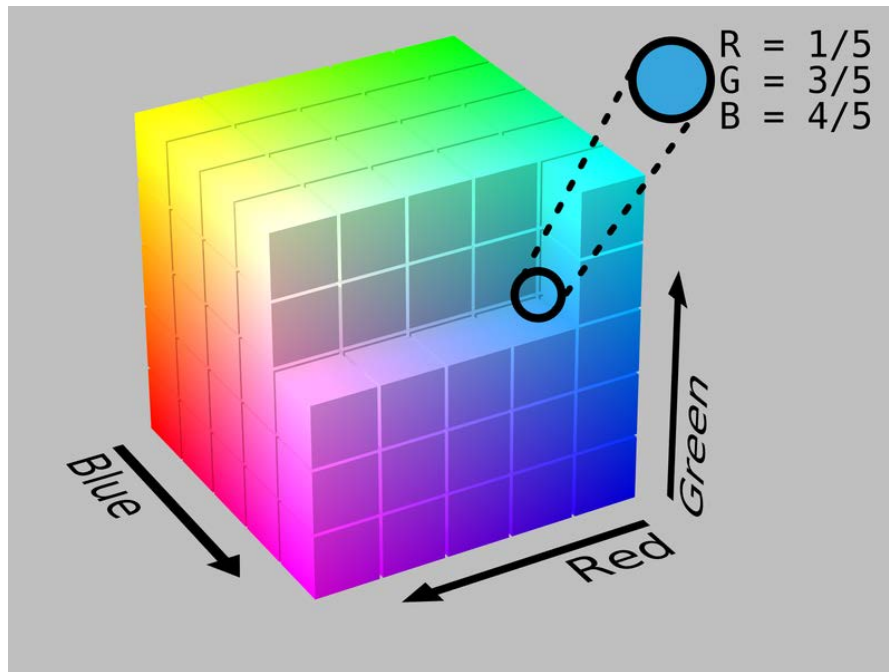
Channels are numbered here based on their window number on the current tab!

Video tracking

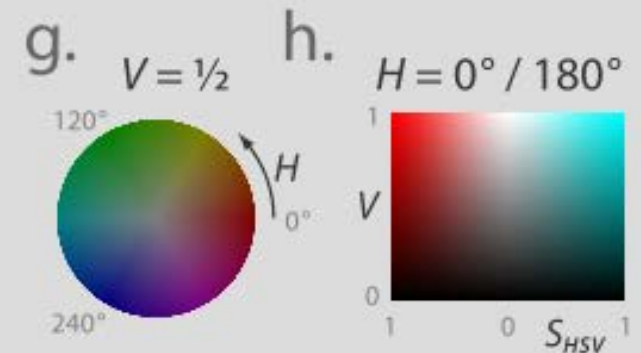
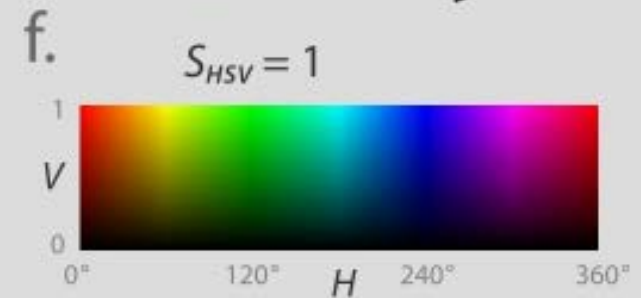
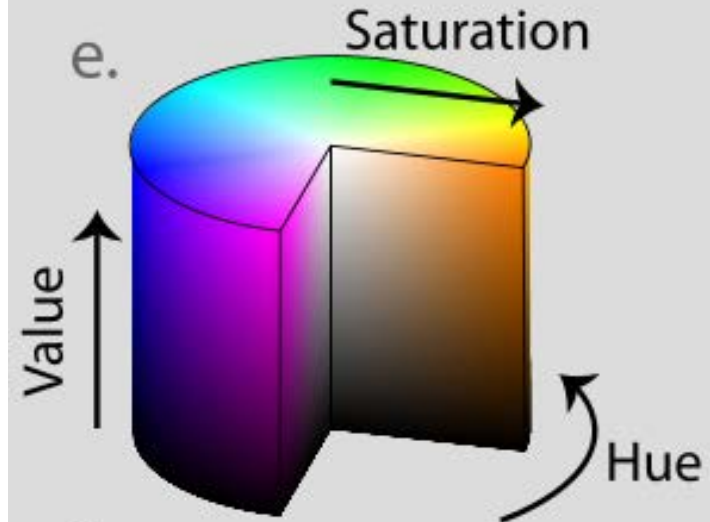
- Recording of raw video in mpg file
 - Recording of up to 3 LED positions
 - Both
-
- Framerate approx 30 fps

The HSV colorspace

RGB



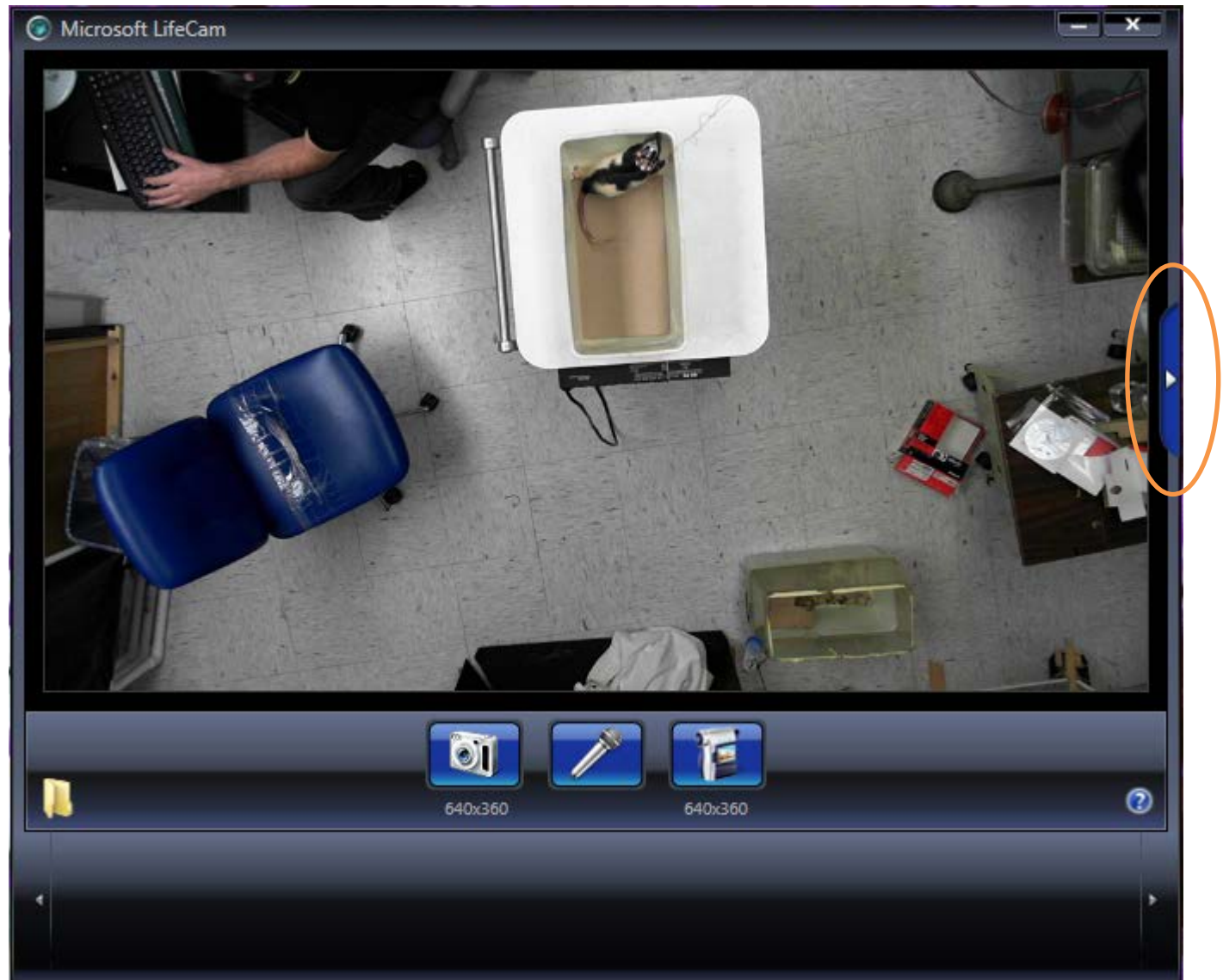
HSV



Object detection

- Steps to detect 1 LED:
 - Filtering image for the specified color range
 - 3 conjunctional filters (Hue, Saturation, Value)
 - Detecting blobs on binary image
 - Discarding small blobs
 - Selecting the largest blob
 - Determining the center of mass
 - (If there are no blobs, coordinates are X:-1 Y:-1)

Initial adjustment of the webcam



Microsoft LifeCam



640x360



640x360

Microsoft LifeCam

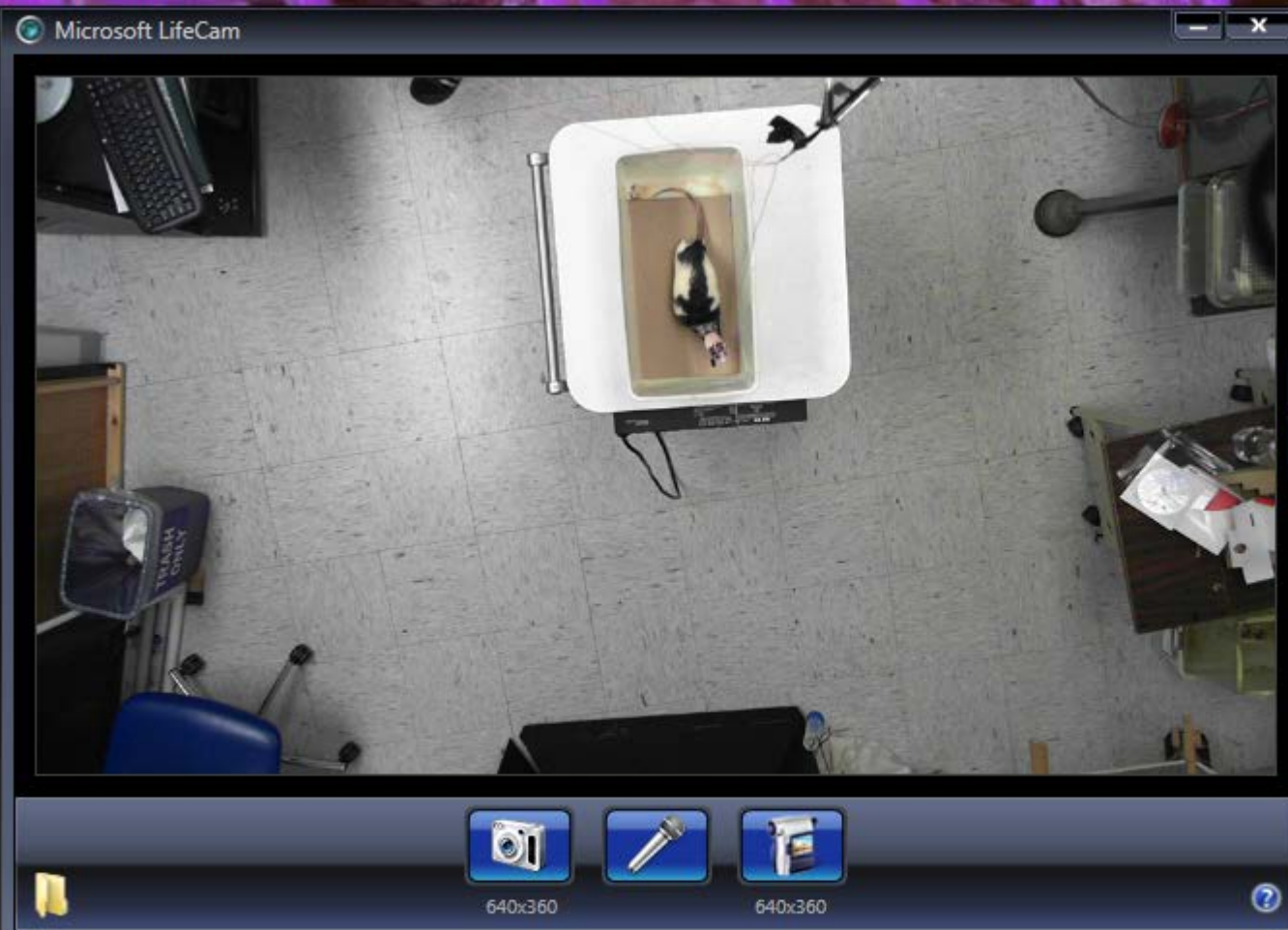


Effects

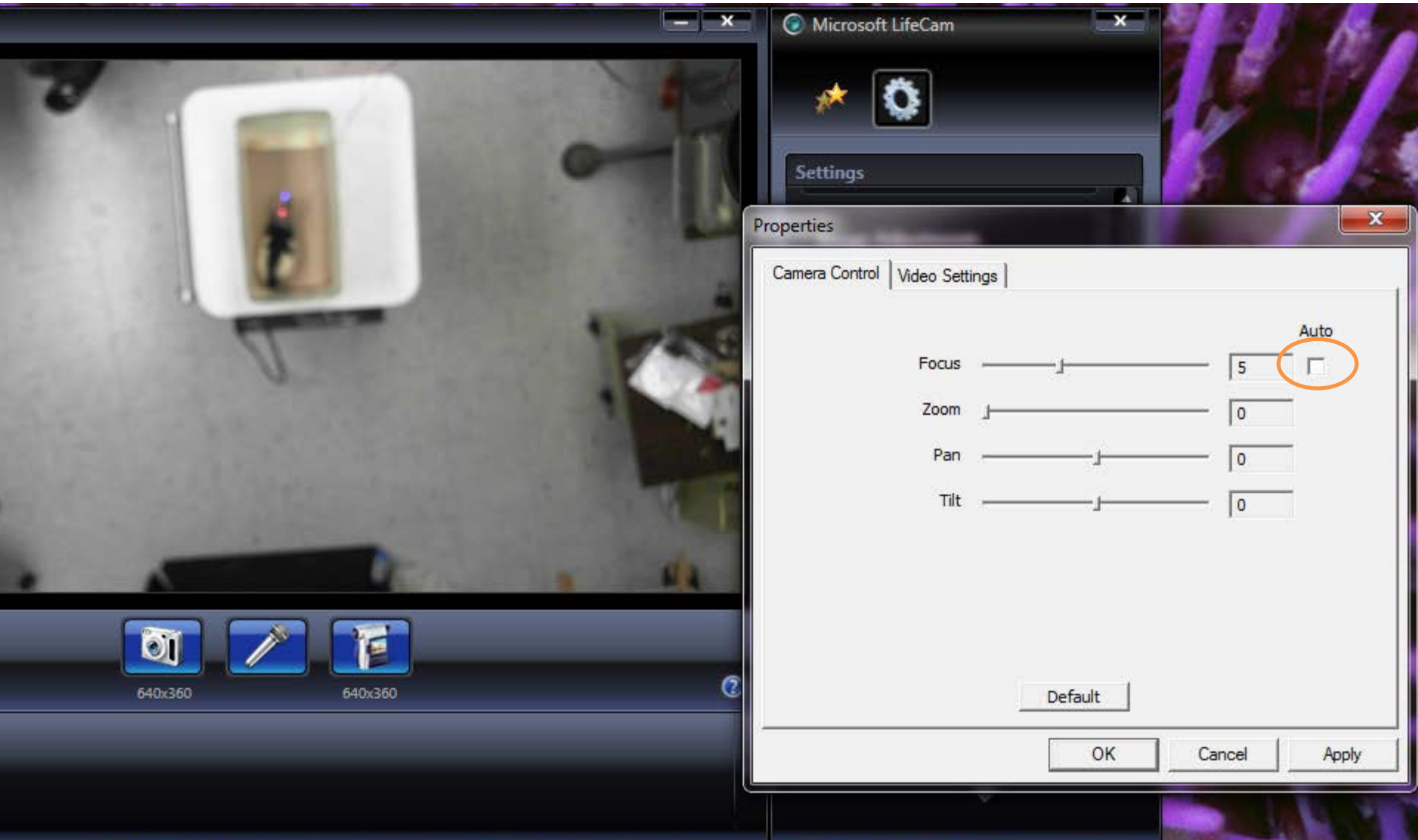


LifeCam Controls

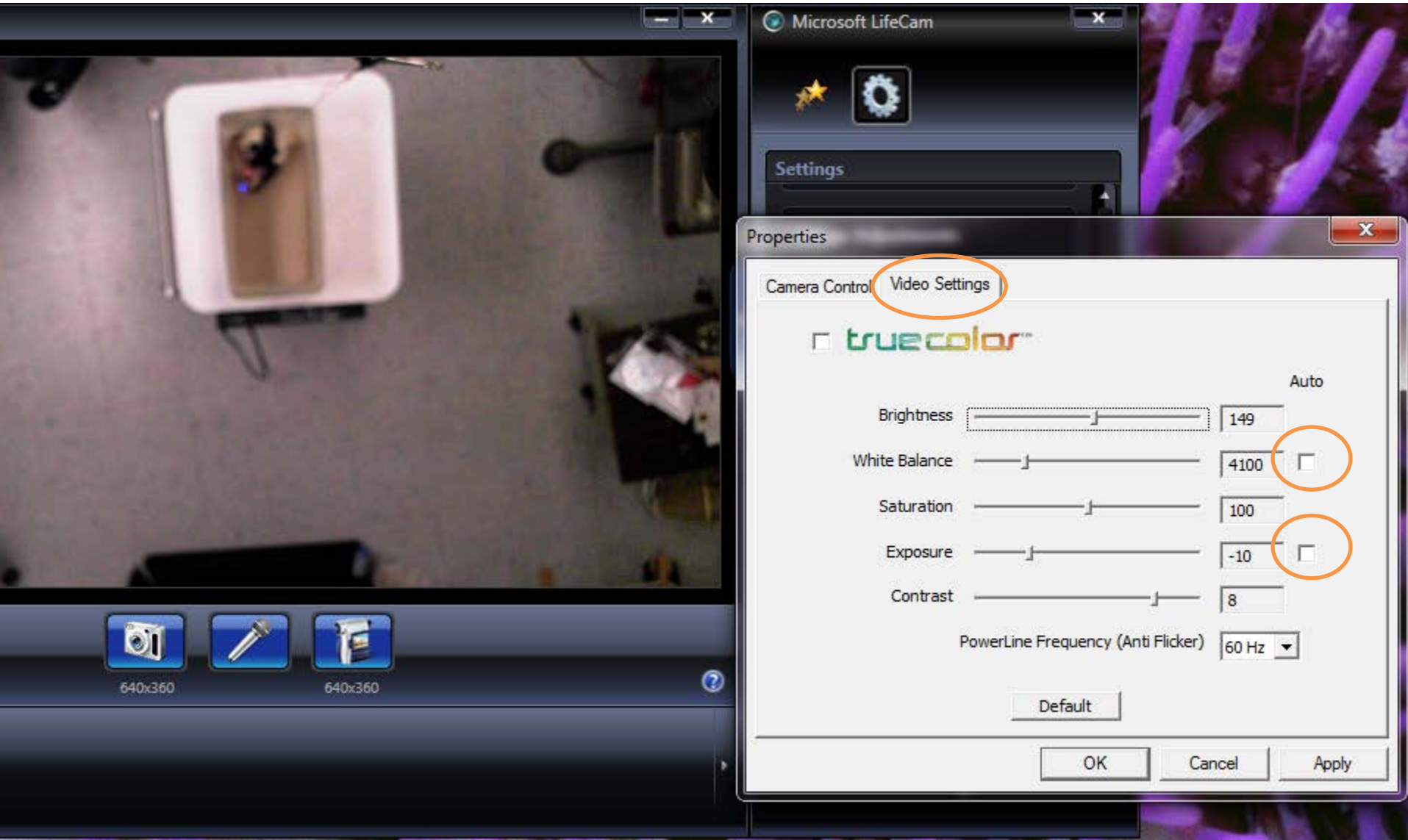




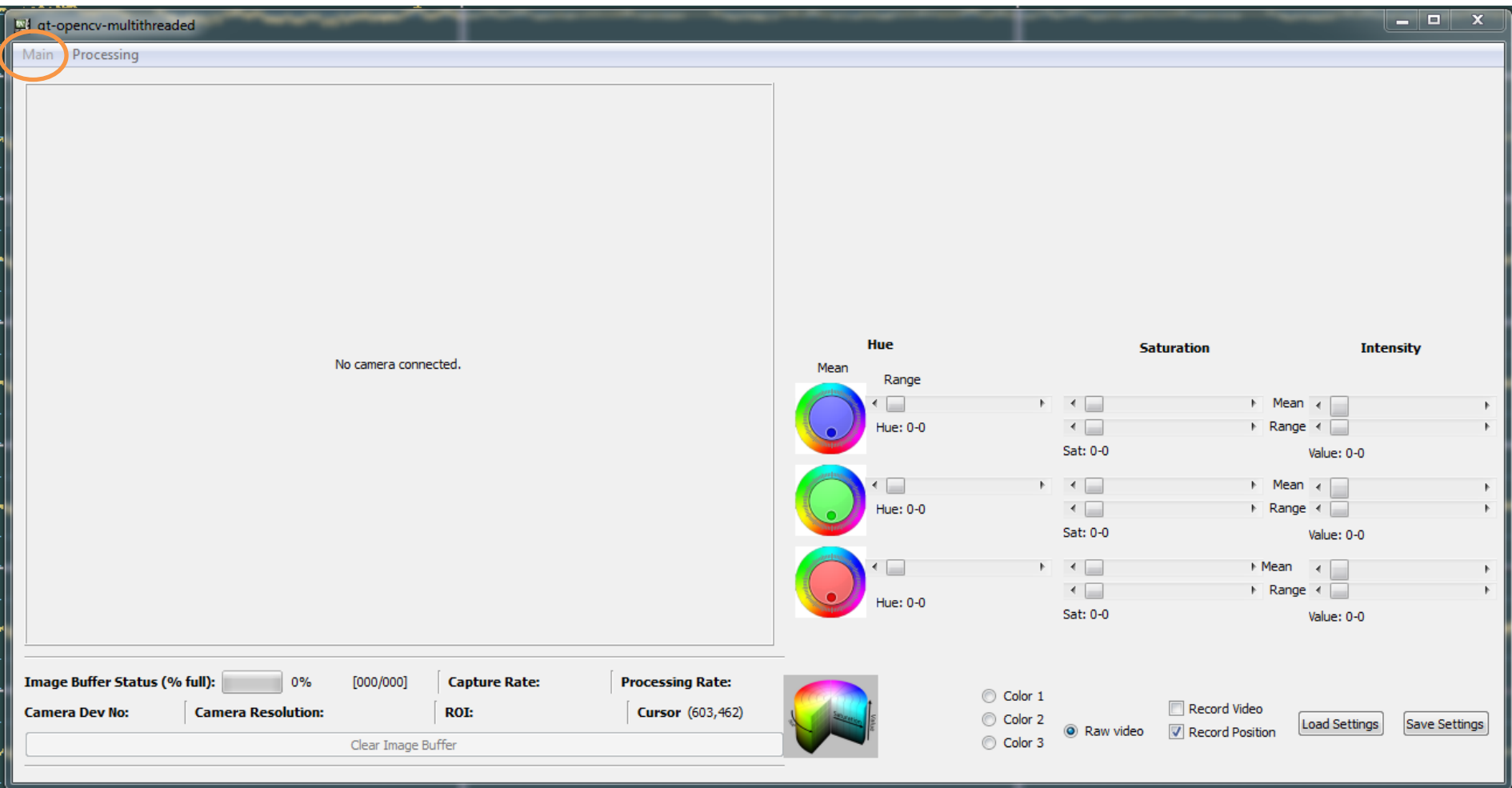
Deselect autofocus, and blur picture

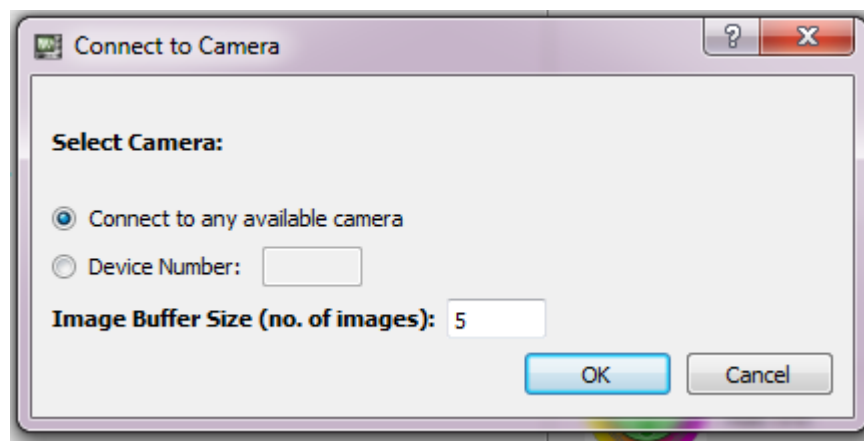


Deselect every automatic settings, set contrast and exposure manually

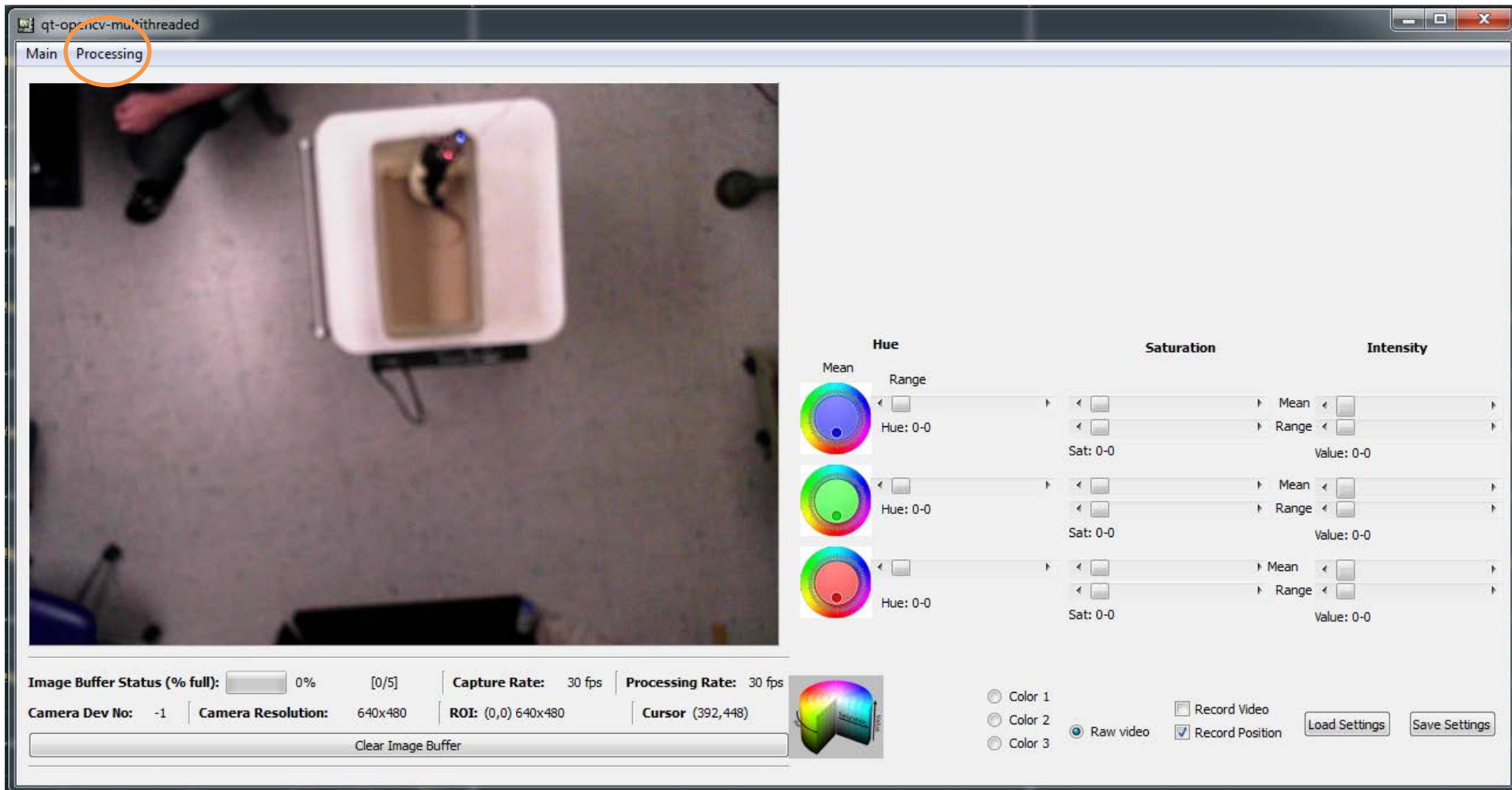


After closing Lifeview window go to tracking window of Amplirec and in the main menu select connect to camera





In processing menu select object detection



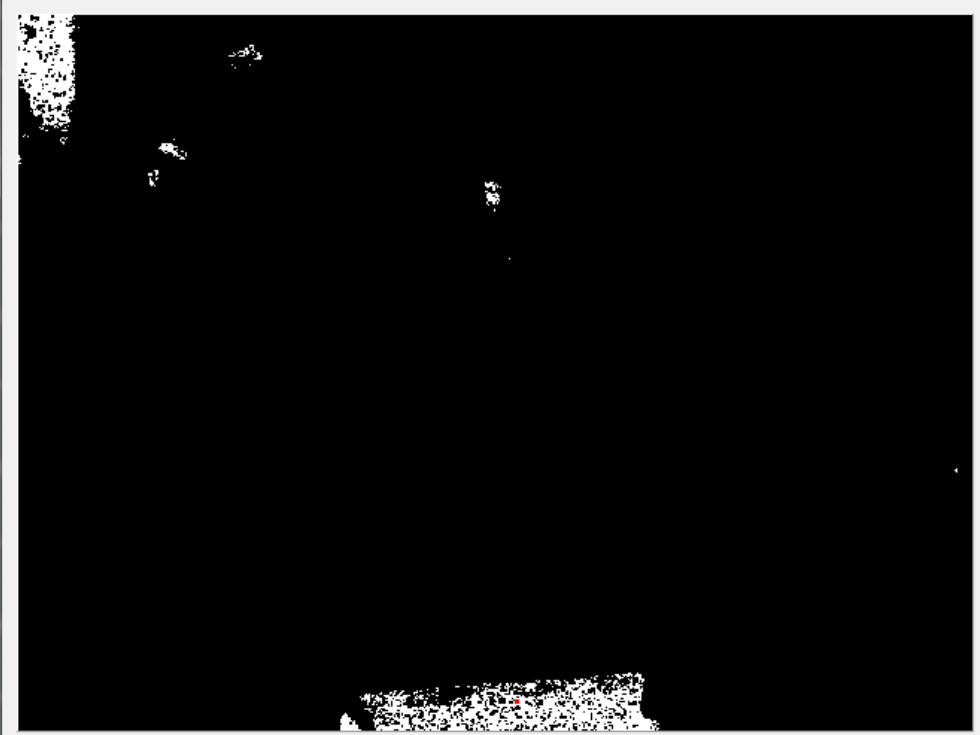
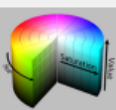


Image Buffer Status (% full): [0/5] | Capture Rate: 29 fps | Processing Rate: 29 fps
Camera Dev No: -1 | Camera Resolution: 640x480 | ROI: (0,0) 640x480 | Cursor (153,436)

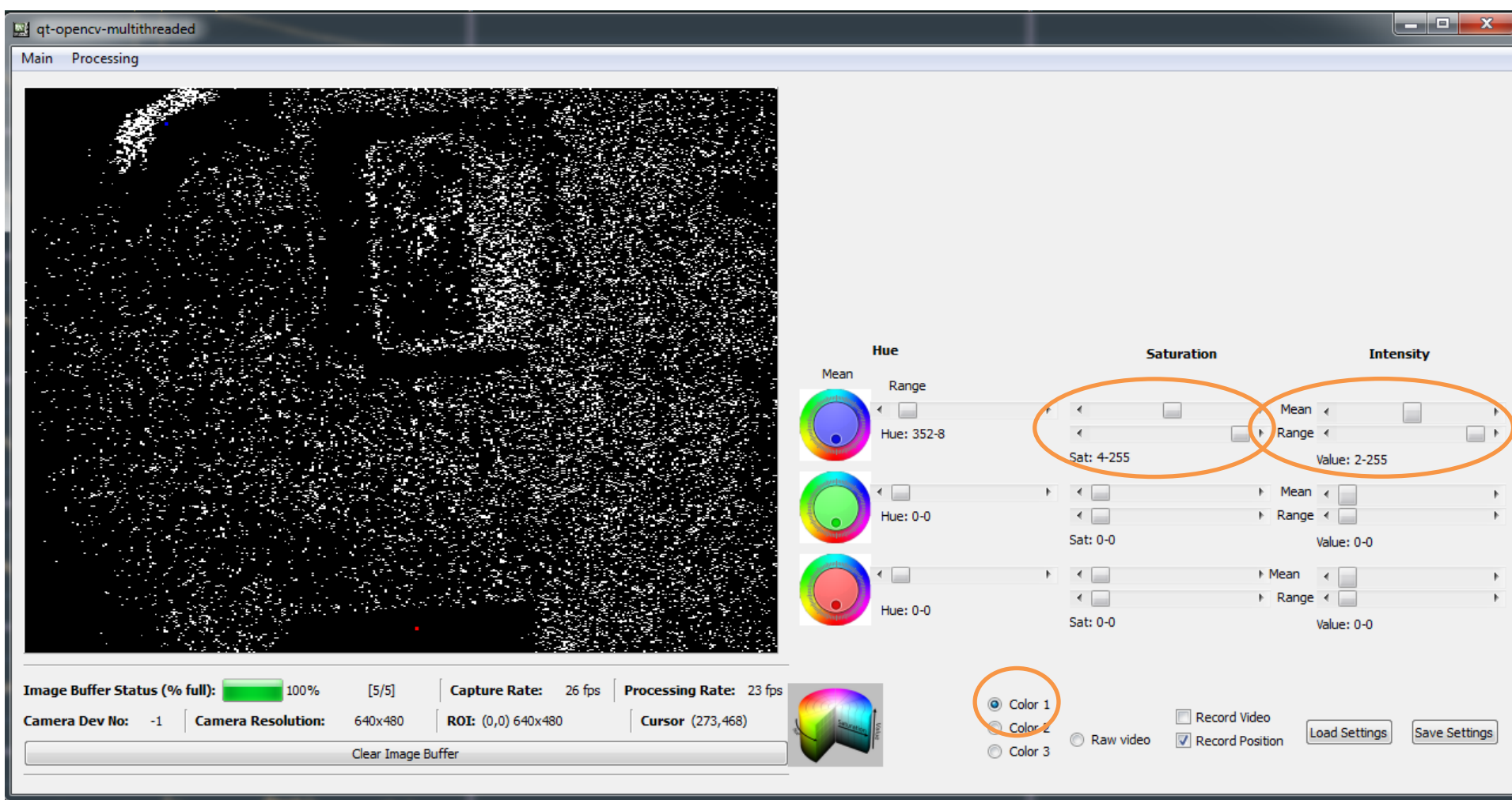
Hue		Saturation		Intensity	
Mean	Range			Mean	
	Hue: 0-0	Sat: 0-0	Range: 0-0	Mean: 0-0	Range: 0-0
	Hue: 0-0	Sat: 0-0	Range: 0-0	Mean: 0-0	Range: 0-0
	Hue: 0-0	Sat: 0-0	Range: 0-0	Mean: 0-0	Range: 0-0



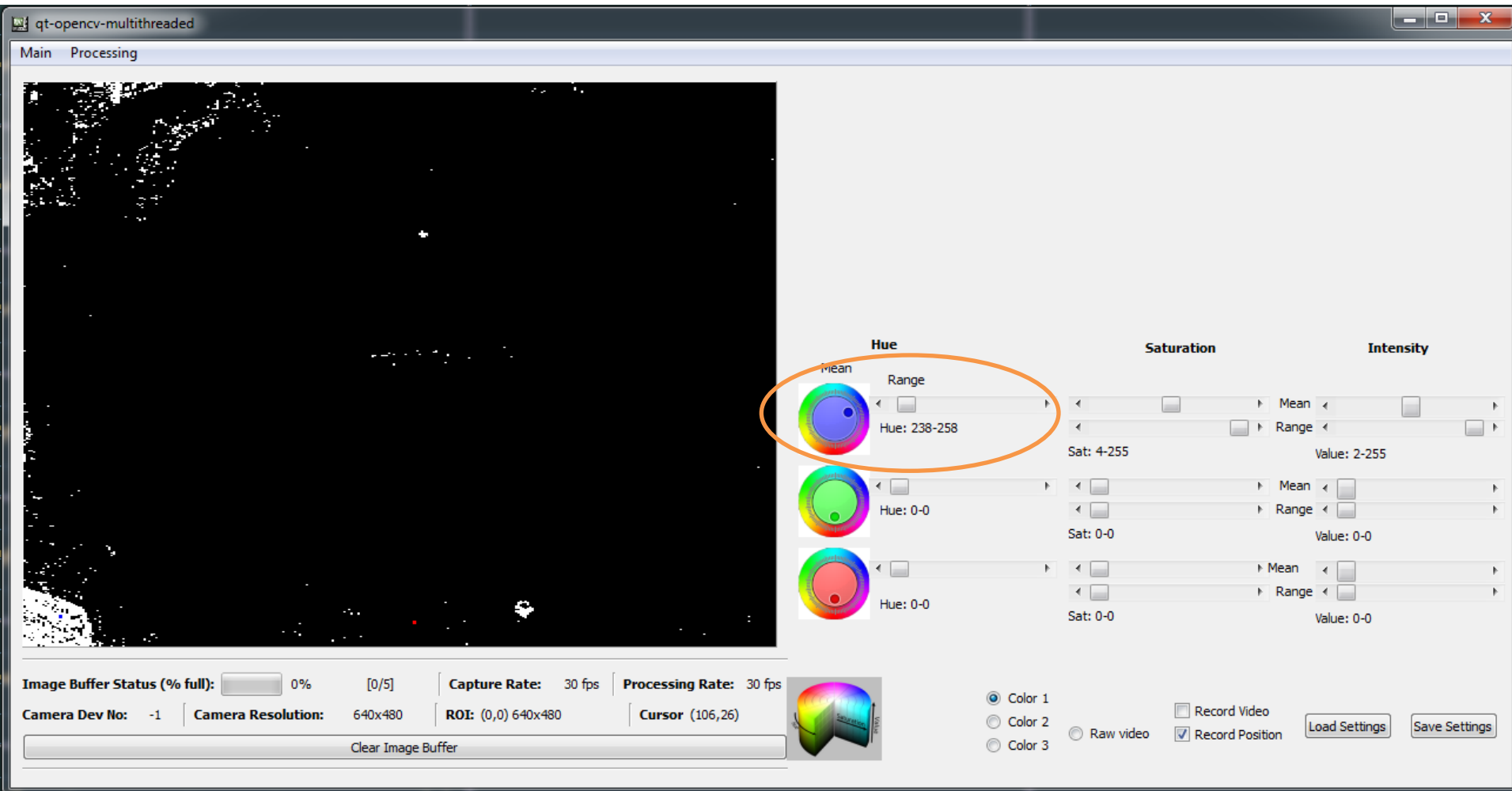
☒ Color 1
☐ Color 2
☐ Color 3
☐ Raw video

☐ Record Video
☒ Record Position

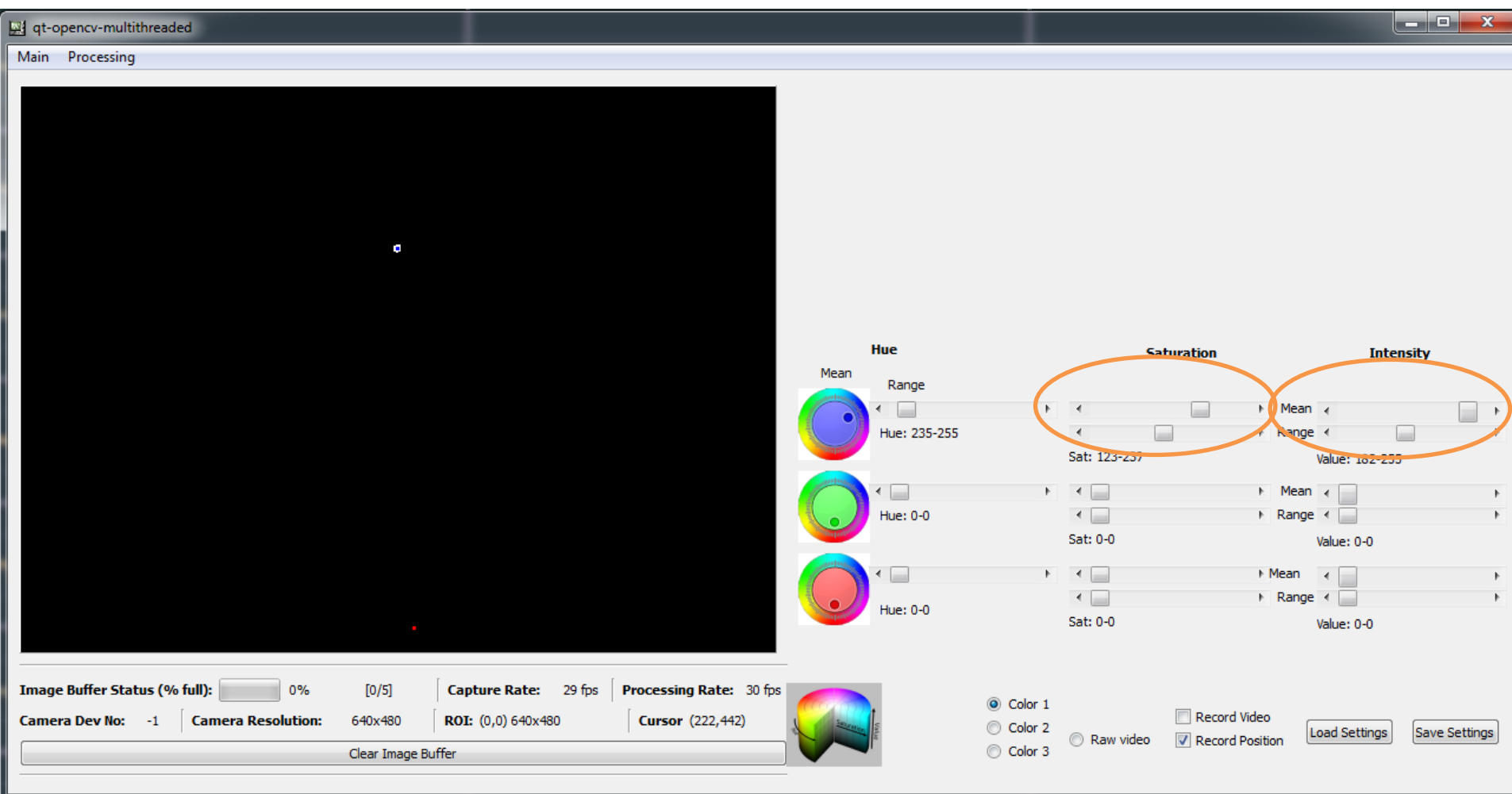
Select color 1, and open saturation and intensity filters



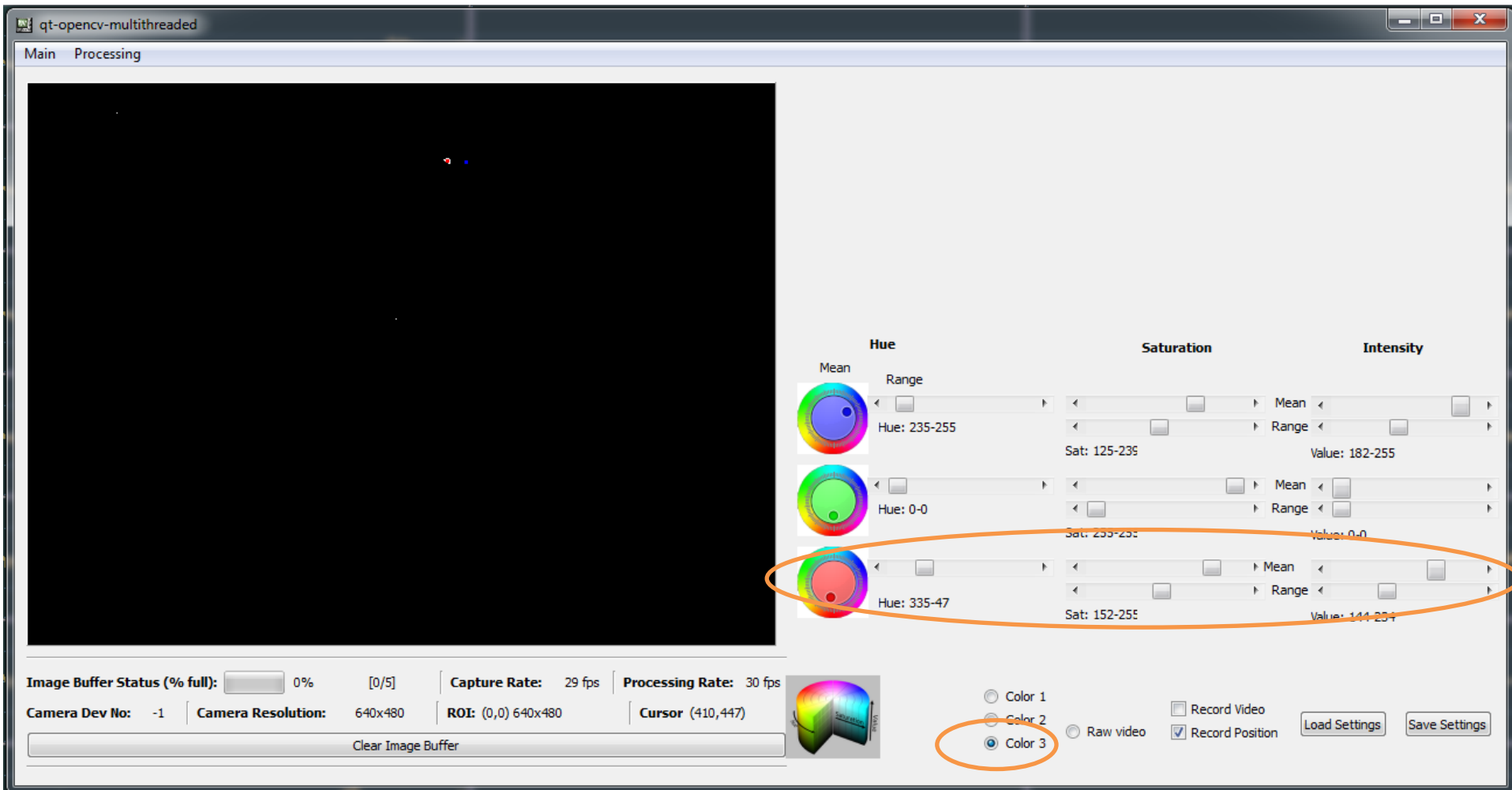
Find the desired color by setting the hue



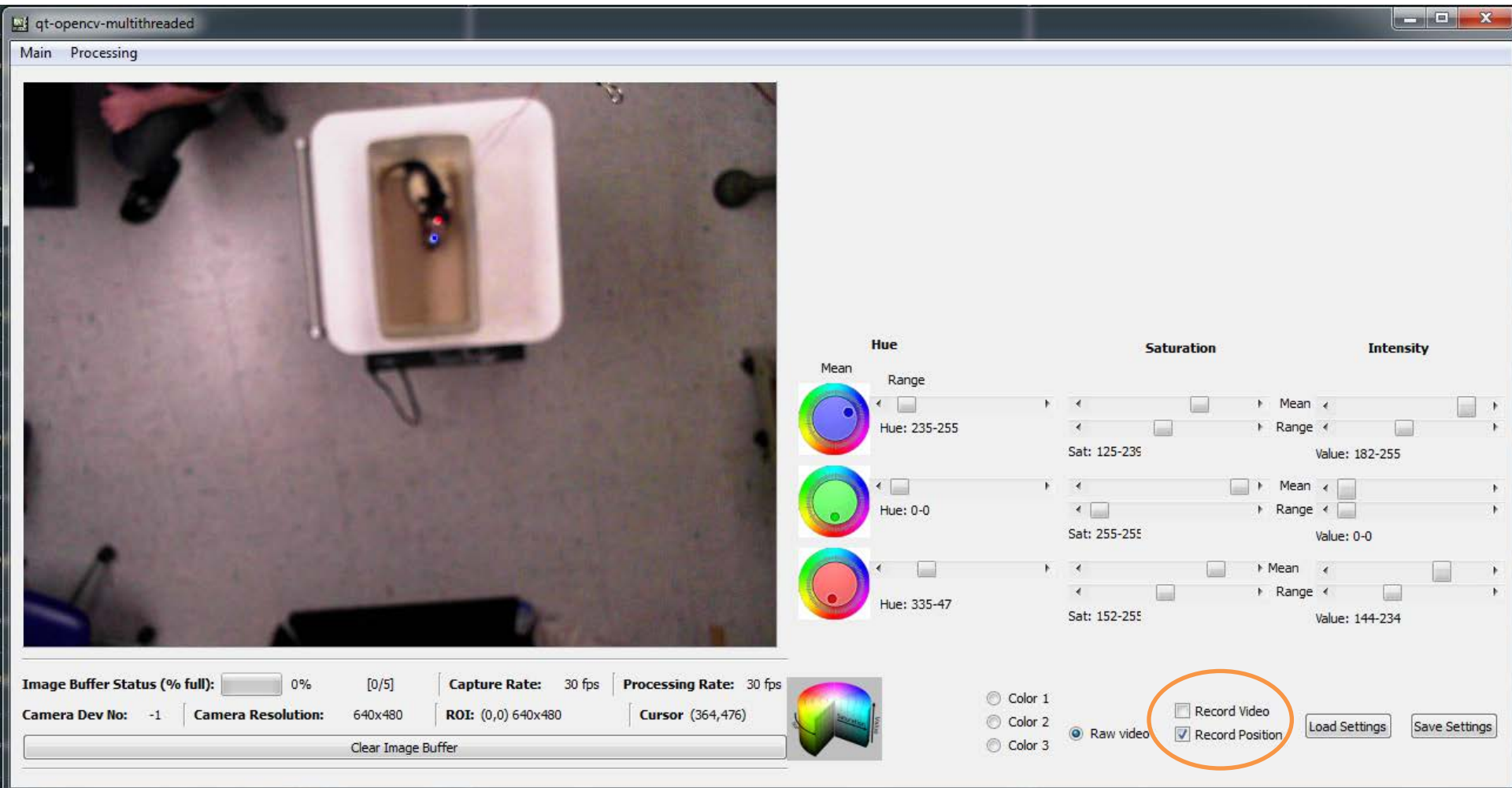
Decrease saturation and hue range to
have a nice detection
(marked by a blue dot for Color 1)



Repeat it for color 2 and 3



Animal can be tracked as a raw video
also (detected LEDs are marked with dots)



Output files

- .dat – neuronal recordings
- .meta – various recording logs & infos
- .tsp – timestamps of the recorded video frames and extracted LED positions
- .mpg – recorded video file

.dat file

- 20 kSamples /channel
 - Voltage range: $\pm 5V$
 - Gain: 400x
 - 16 bit signed integers
-
- DC Shift in channels! (constant within channel over time, but different across channels.

.meta file

- System = Amplipex KJE-1001
- Amplitude range max = 5
- Amplitude range min = -5
- File length (Amplipex clock (sec) = 8.4
- File size (bytes) = 86016000
- Filename = d://test.dat
- Gain = 400
- Number of recorded channels = 256
- Recording start date = Wed Dec 14 2011
- Recording start time = 22:28:51
- Sampling rate = 20000
- Sha1 code for file = 39ccbe3261dda0fc349ebedcdd9dc4b5b0fc6f7f
- TimeStamp of the end of recording (computer clock - ms) = 68737996
- TimeStamp of the start of recording (computer clock - ms) = 68729527

.tsp file

•	Timestamp	LED1		LED2		LED3	
		X	Y	X	Y	X	Y
•	68729540	367	83	-1	-1	354	93
•	68729568	366	82	-1	-1	354	93
•	68729602	367	81	-1	-1	354	93
•	68729631	366	81	-1	-1	354	93
•	68729663	366	81	-1	-1	354	93
•	68729695	366	81	-1	-1	354	93
•	68729742	367	81	-1	-1	354	93
•	68729775	365	81	-1	-1	354	93
•	68729806	367	81	-1	-1	354	93
•	68729839	367	81	-1	-1	354	93
•	68729871	367	81	-1	-1	354	93
•	68729906	367	81	-1	-1	354	93
•	68729935	367	81	-1	-1	354	93
•	68729964	366	81	-1	-1	354	93
•	68729999	367	81	-1	-1	354	93
•	68730033	367	81	-1	-1	354	93
•	68730062	366	81	-1	-1	354	93

Processing of data

- Dat file:
 - Make a backup copy of the original dat
 - Remove DC shift from channels (removeDC.m)
 - `removeDC('fullfilename',channelnumber);`
 - If looks nice, delete backup and go ahead with regular processing

Processing of data

- Tsp file
 - `aligntsp('filebase');` %Makes .whl and .whl1k files

**beginning timestamp
from meta file
(computer clock)**

**end timestamp
from meta file
(computer clock)**



dat file: samples based on amplipex clock



**tsp file, unevenly spaced samples
and timestamps (computer clock)**

Processing of data

- Tsp file
 - `aligntsp('filebase');` %Makes .whl and .whl1k files

**beginning timestamp
from meta file
(computer clock)**

**end timestamp
from meta file
(computer clock)**



dat file: samples based on amplipex clock

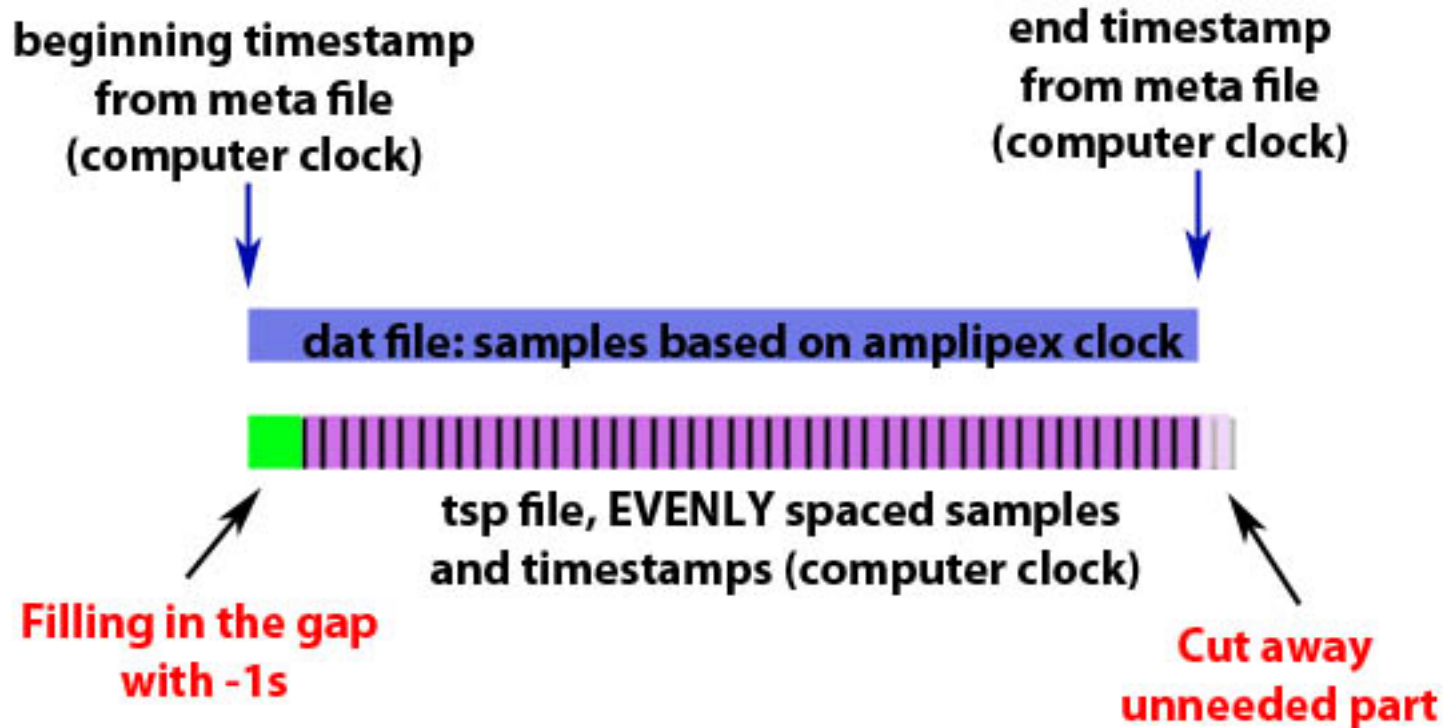


**tsp file, EVENLY spaced samples
and timestamps (computer clock)**

Interpolation to 1 kHz sampling rate

Processing of data

- Tsp file
 - `aligntsp('filebase');` %Makes .whl and .whl1k files



Processing of data

- Tsp file
 - `aligntsp('filebase');` %Makes .whl and .whl1k files

